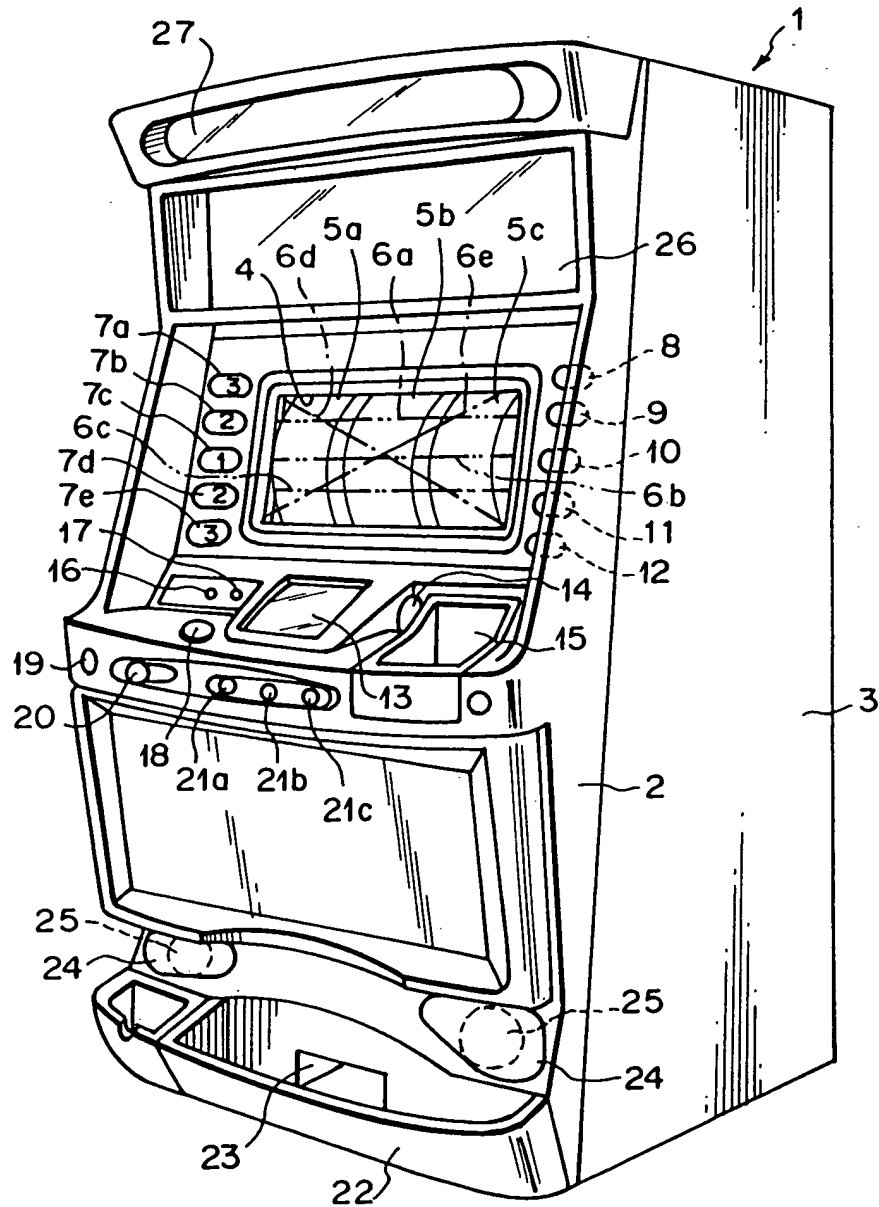


FIG. 1



045633 12099



FIG. 3

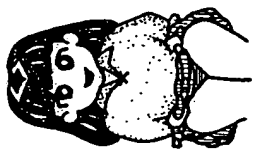
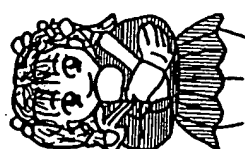























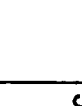



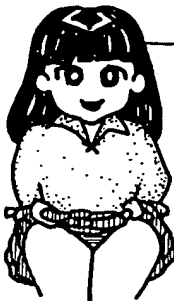




N O R M A L G A M E										J A C G A M E										3					
																									
1	2	3	4	5						15 (15)									15 (15)						
2 (2)	10 (12)	10 (22)	5 (27)	10 (37)						7									7	8	9	10	11	12	
6	7	8	9	10						15 (90)									15 (90)						
2 (39)	5 (44)	2 (46)	0 (46)	2 (48)						1									1	2	3	4	5	6	
11	12	13	14	15						15 (15)									15 (15)						
10 (58)	5 (63)									7									7	8	9	10	11	12	
16	17	18	19	20						15 (75)									15 (75)						
21	22	23	24	25						1									1	2	3	4	5	6	
										15 (15)									15 (15)						
26	27	28	29	30						7									7	8	9	10	11	12	
										15 (105)									15 (105)						
										15 (105)									15 (105)						

FIG.4

	DURING NORMAL GAME	DURING JAC GAME
405A 405 YUMI		
406A 406 AMI		
407A 407 KUMI		

66202T 22895460



FIG.5

ITEM	GAME HISTORY	TODAY'S RANKING	TODAY'S TOP
TOTAL No. ACQUIRED	423	8	455
IN NORMAL GAMES	63	6	95
IN JAC GAMES	360	1	360
TOTAL No. INSERTED	64	3	75
IN NORMAL GAMES	36	4	51
IN JAC GAMES	28	6	24
NET No. ACQUIRED	359	3	380
IN NORMAL GAMES	27	4	44
IN JAC GAMES	332	5	336
No. OF FAILED WINNINGS ALTHOUGH REPLAY FLAG IS ESTABLISHED DURING NORMAL GAMES	1	4	2

FIG.6

1 MEDAL BET

IN JAC GAME

FIG.7A



FIG.7B

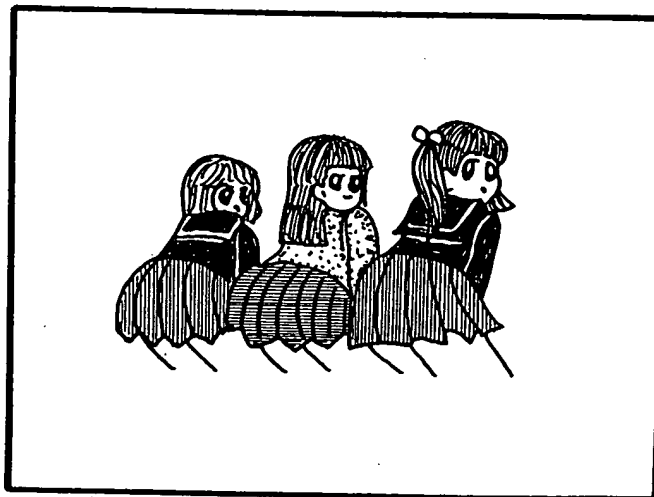
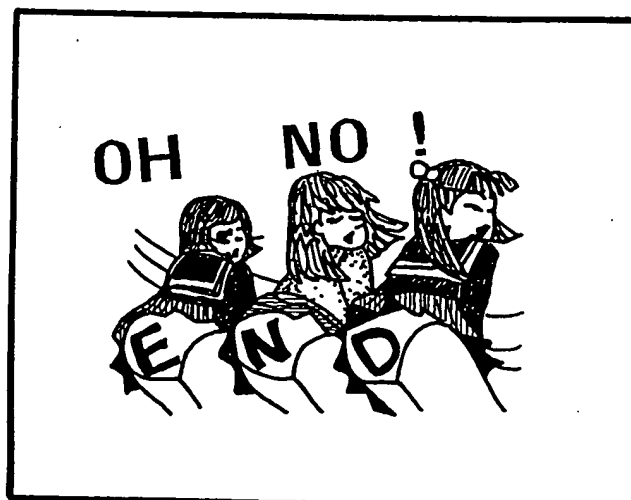


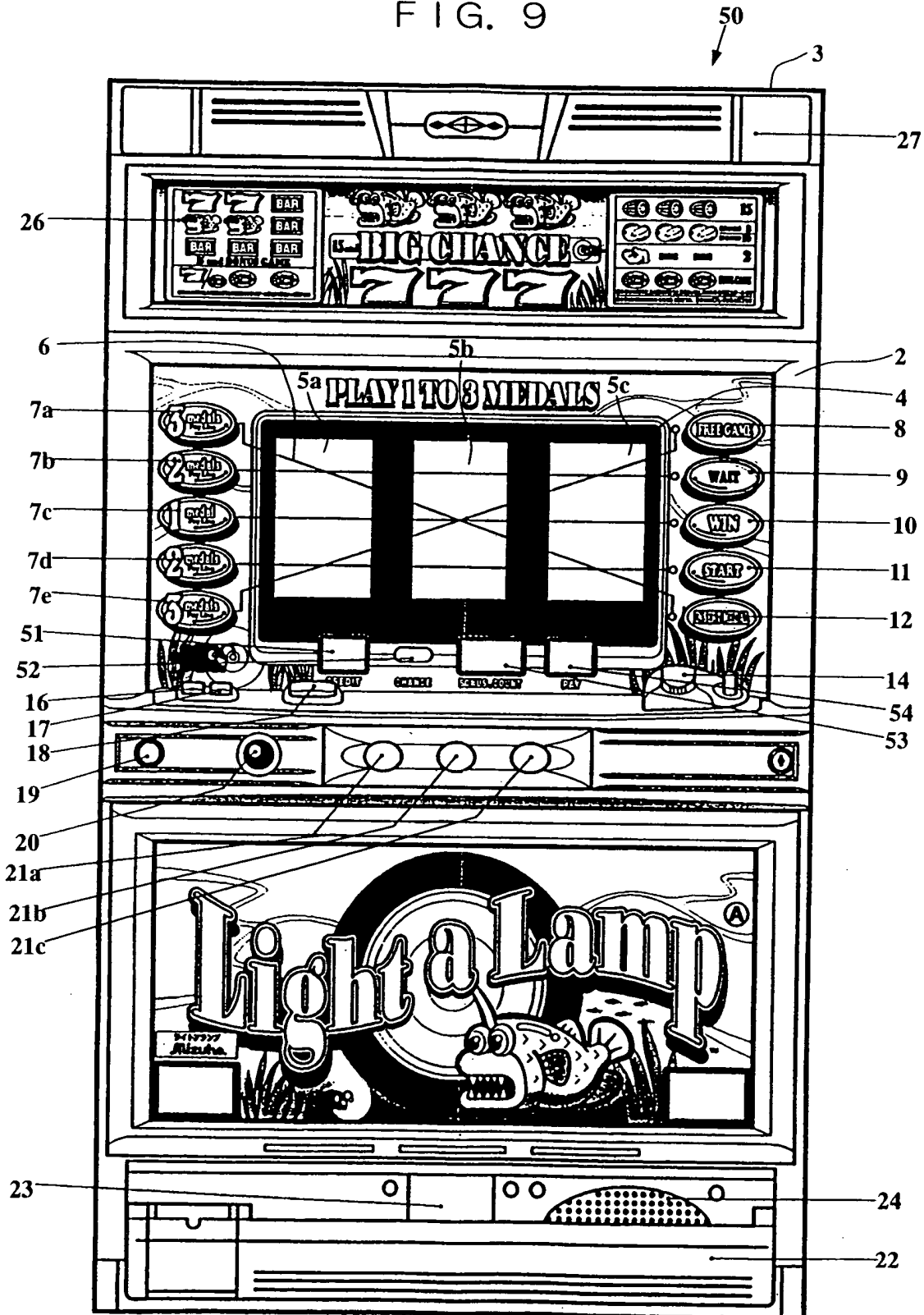
FIG.7C



0945633-120799

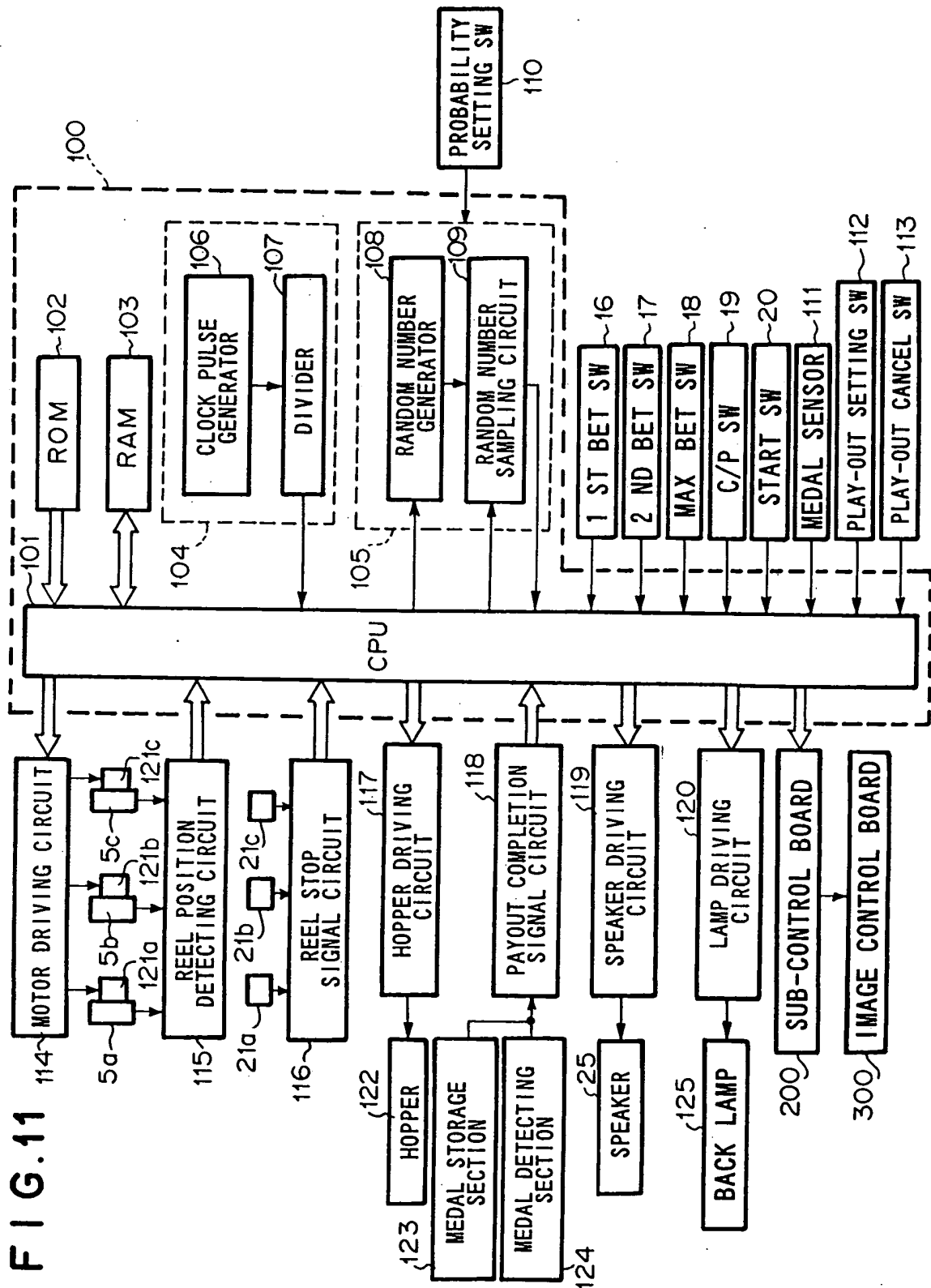


FIG. 9



094563-10799





F I G.12

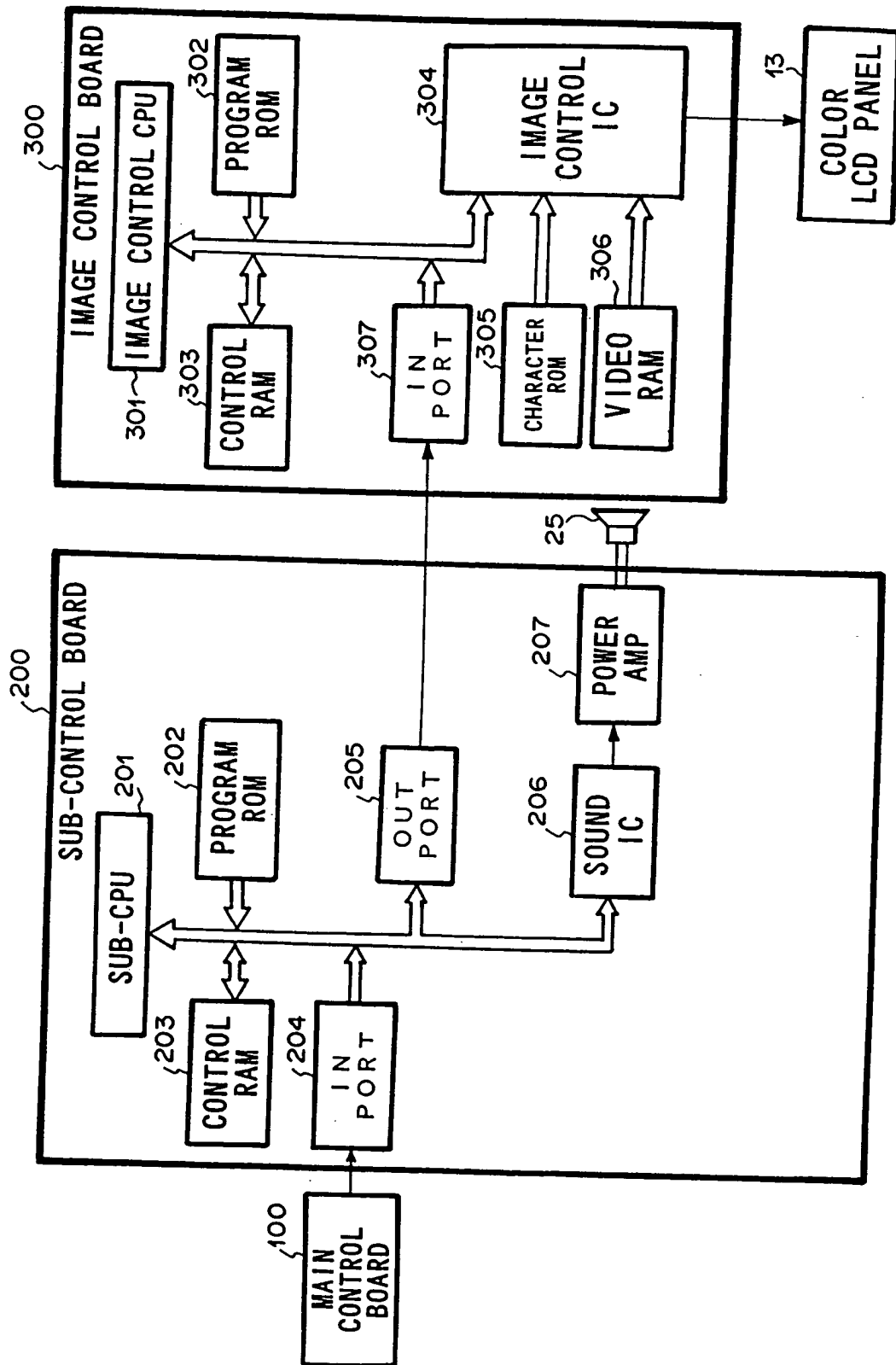
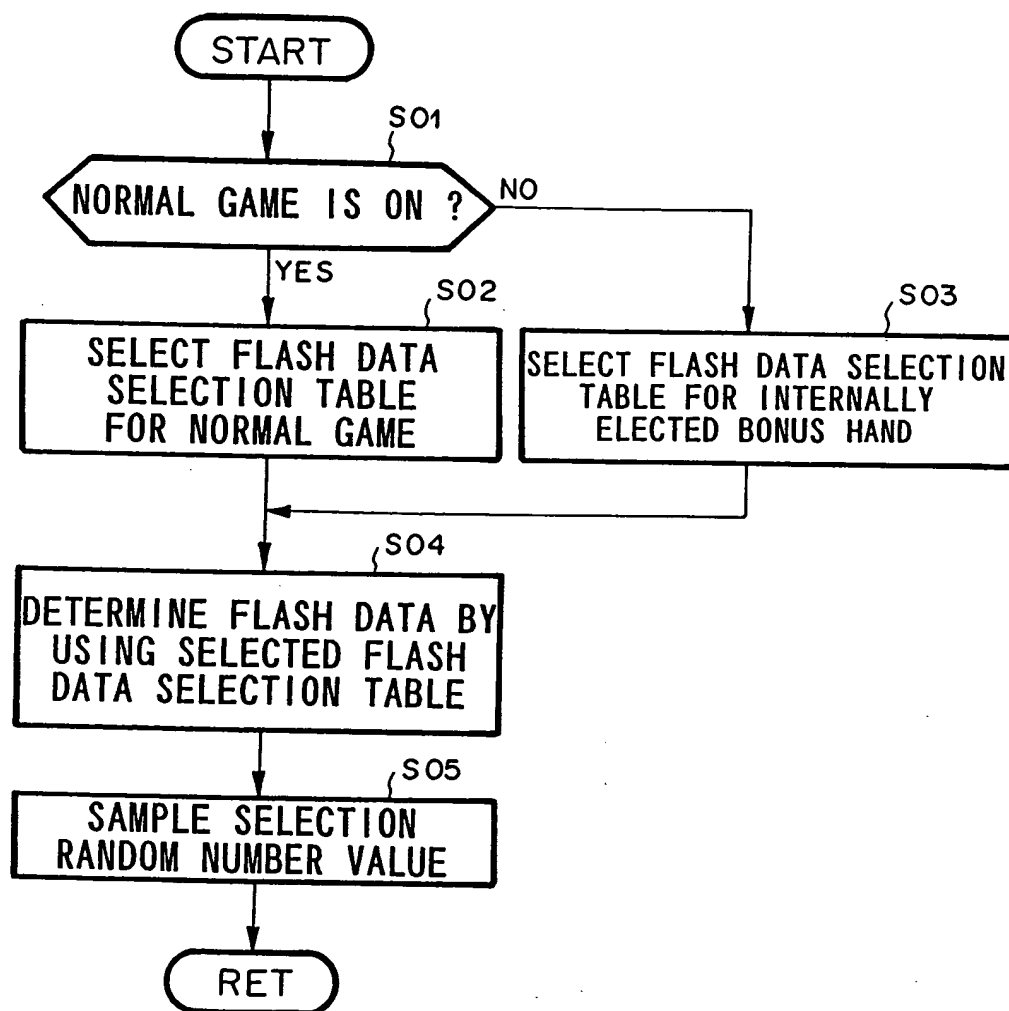


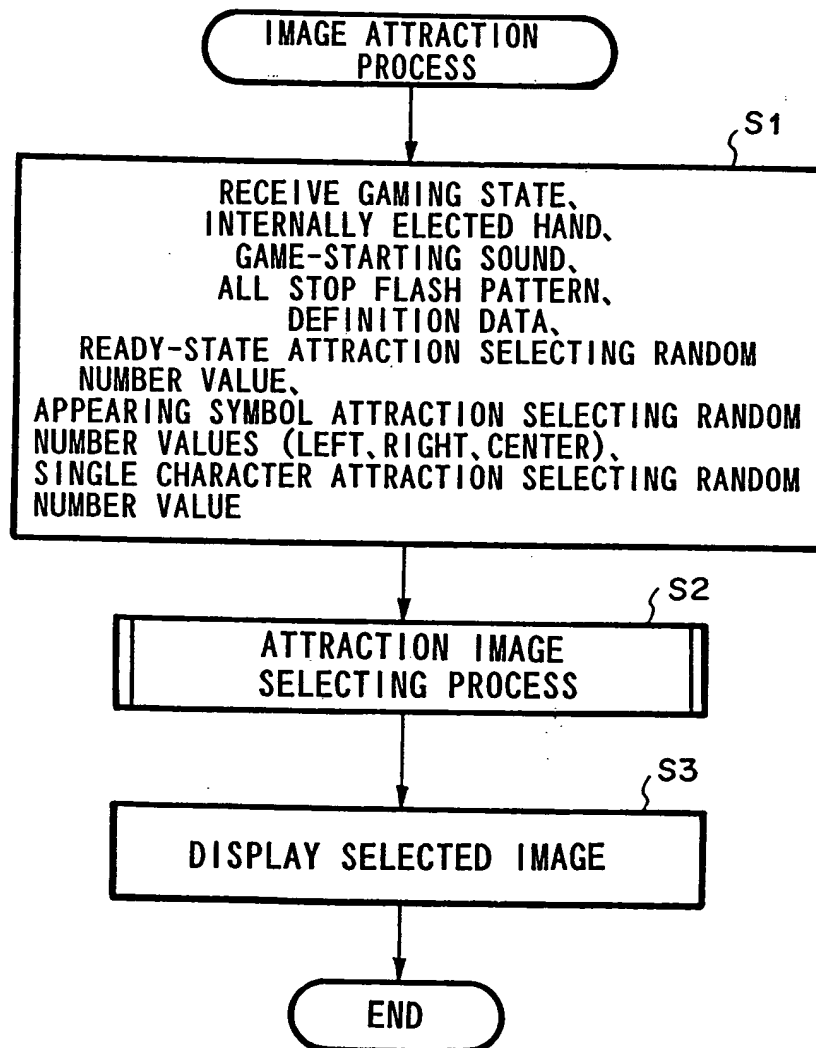


FIG. 13



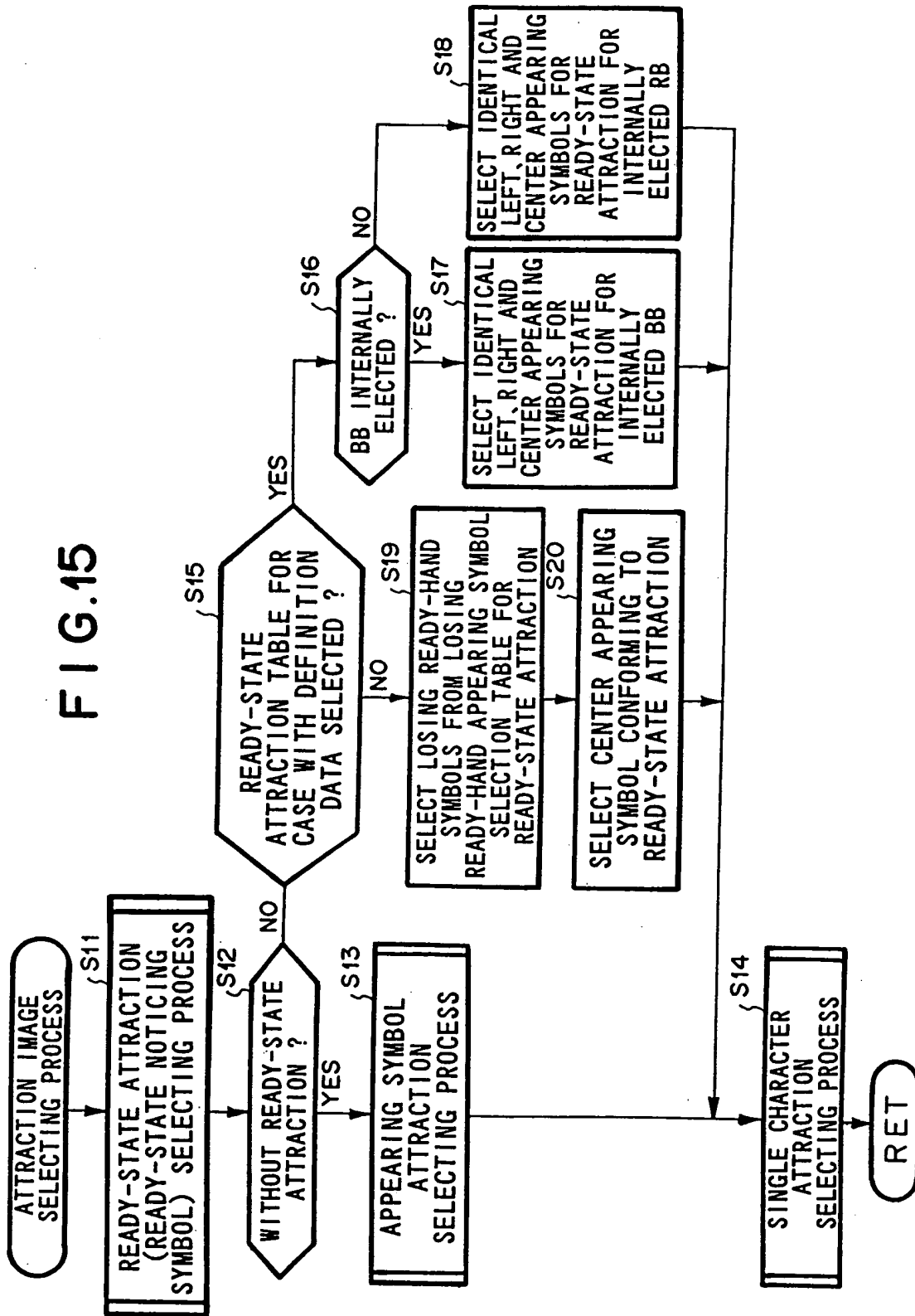
09456833.12099

FIG. 14



0946633-120799

FIG.15



# FIG. 16

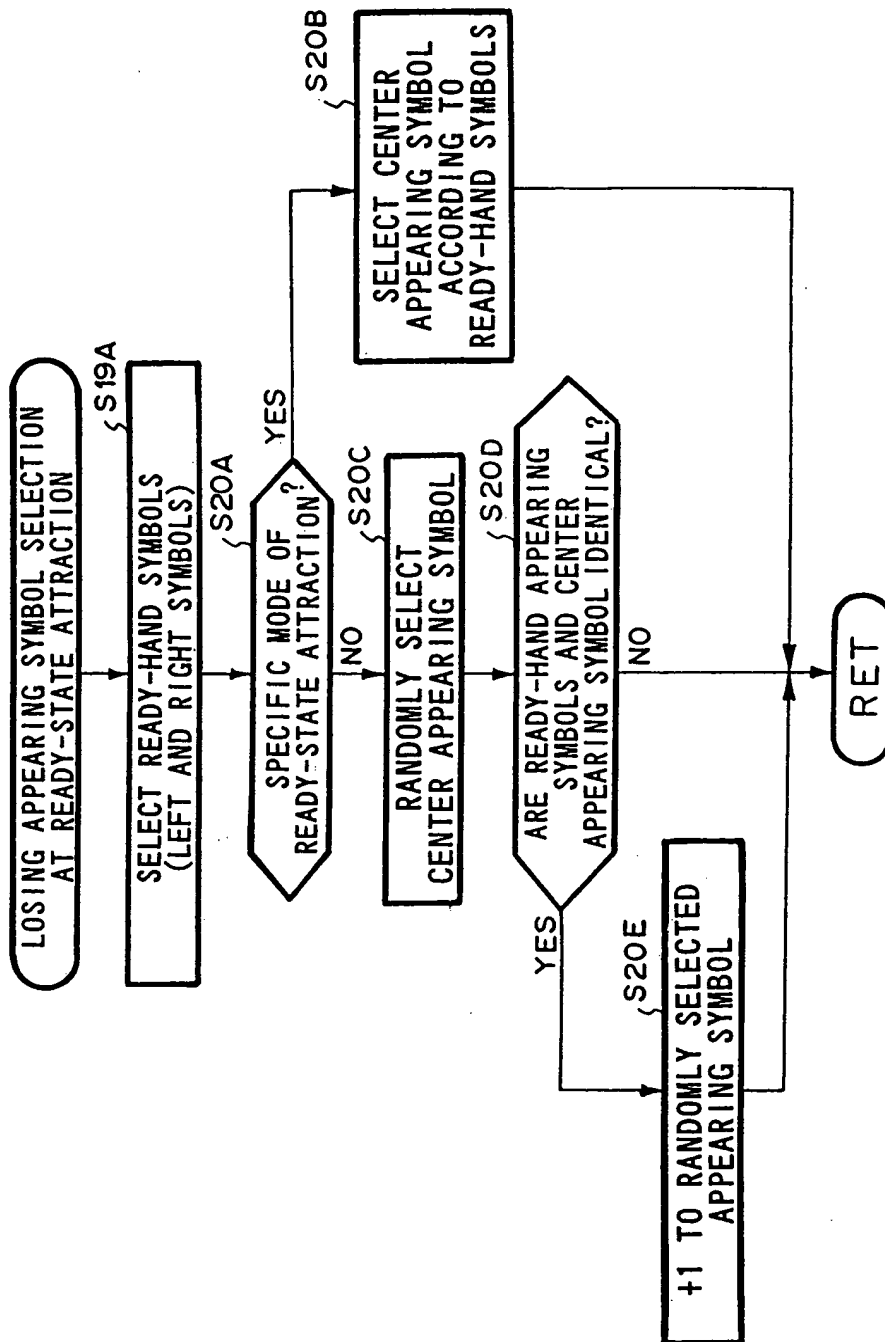
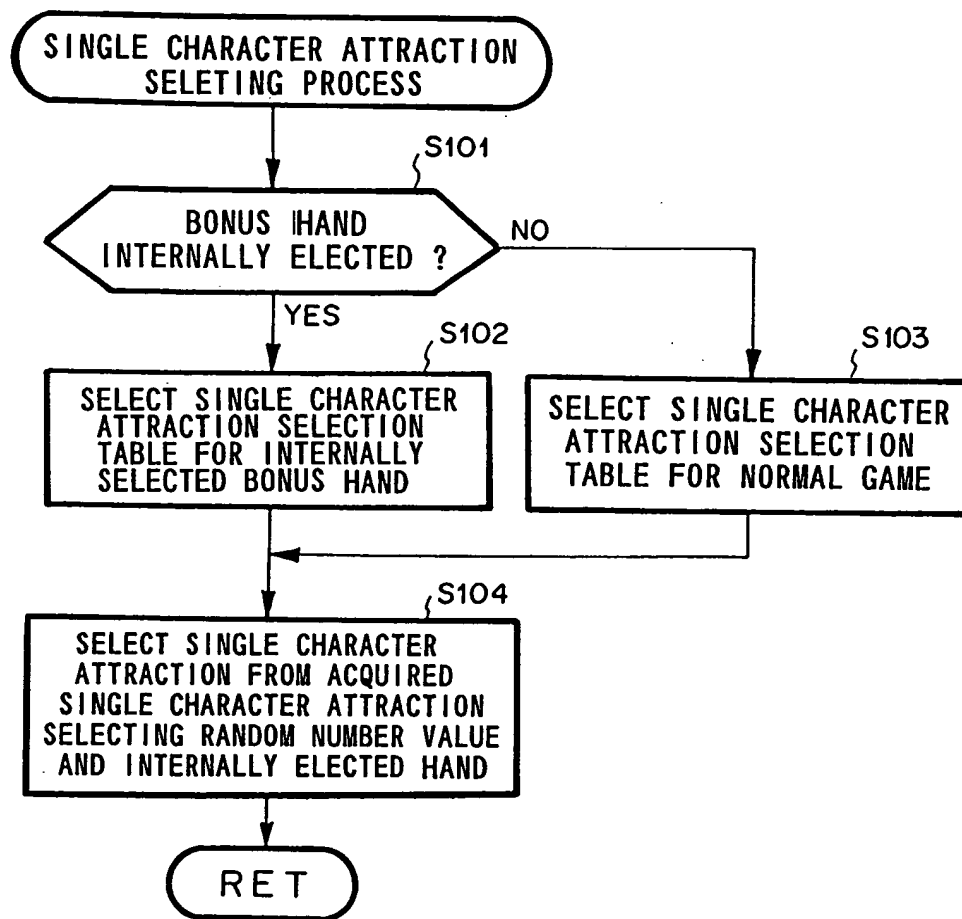
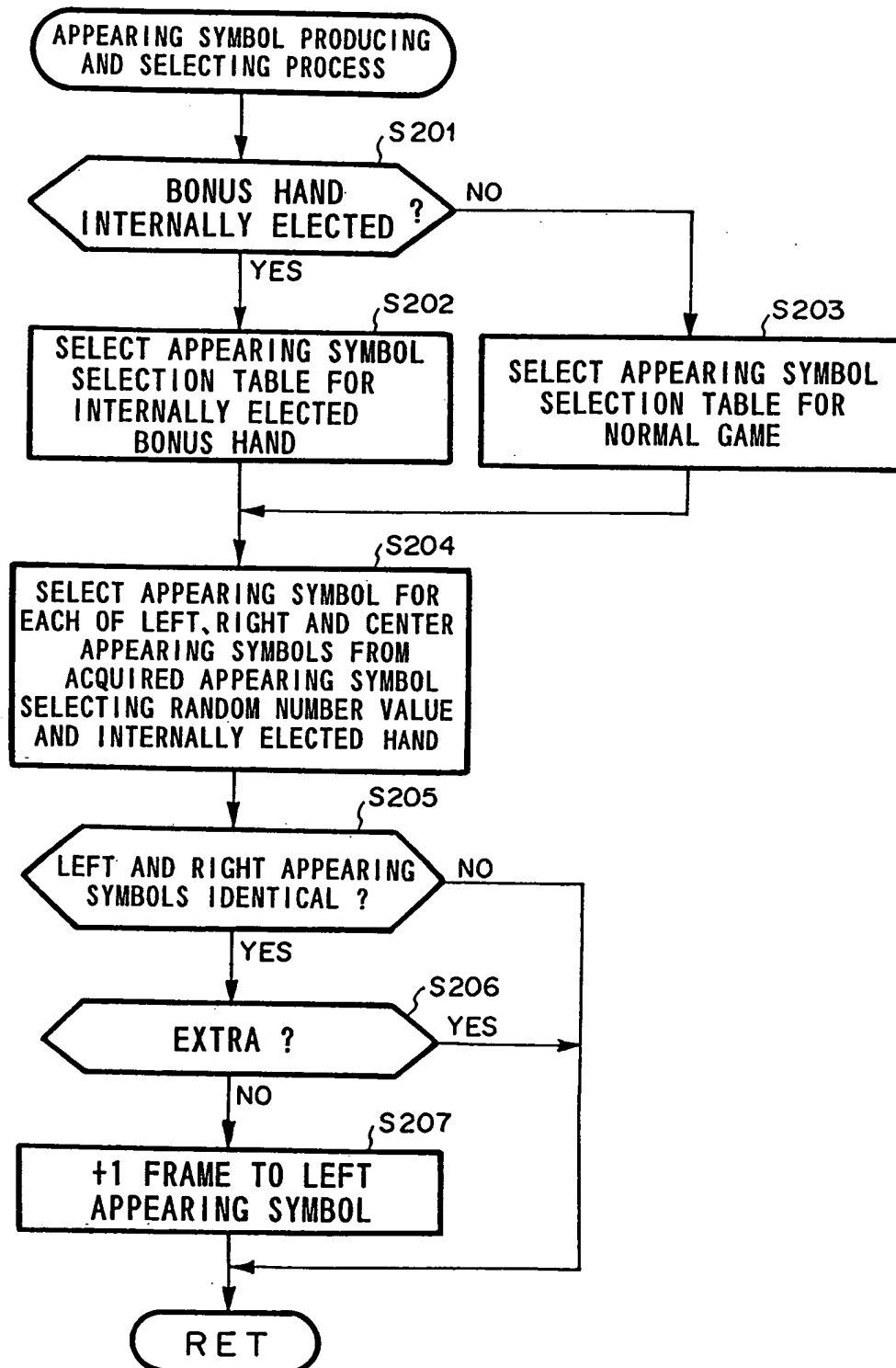


FIG. 17



662027-00000000

## F I G.18



654021-655460

# F I G.19

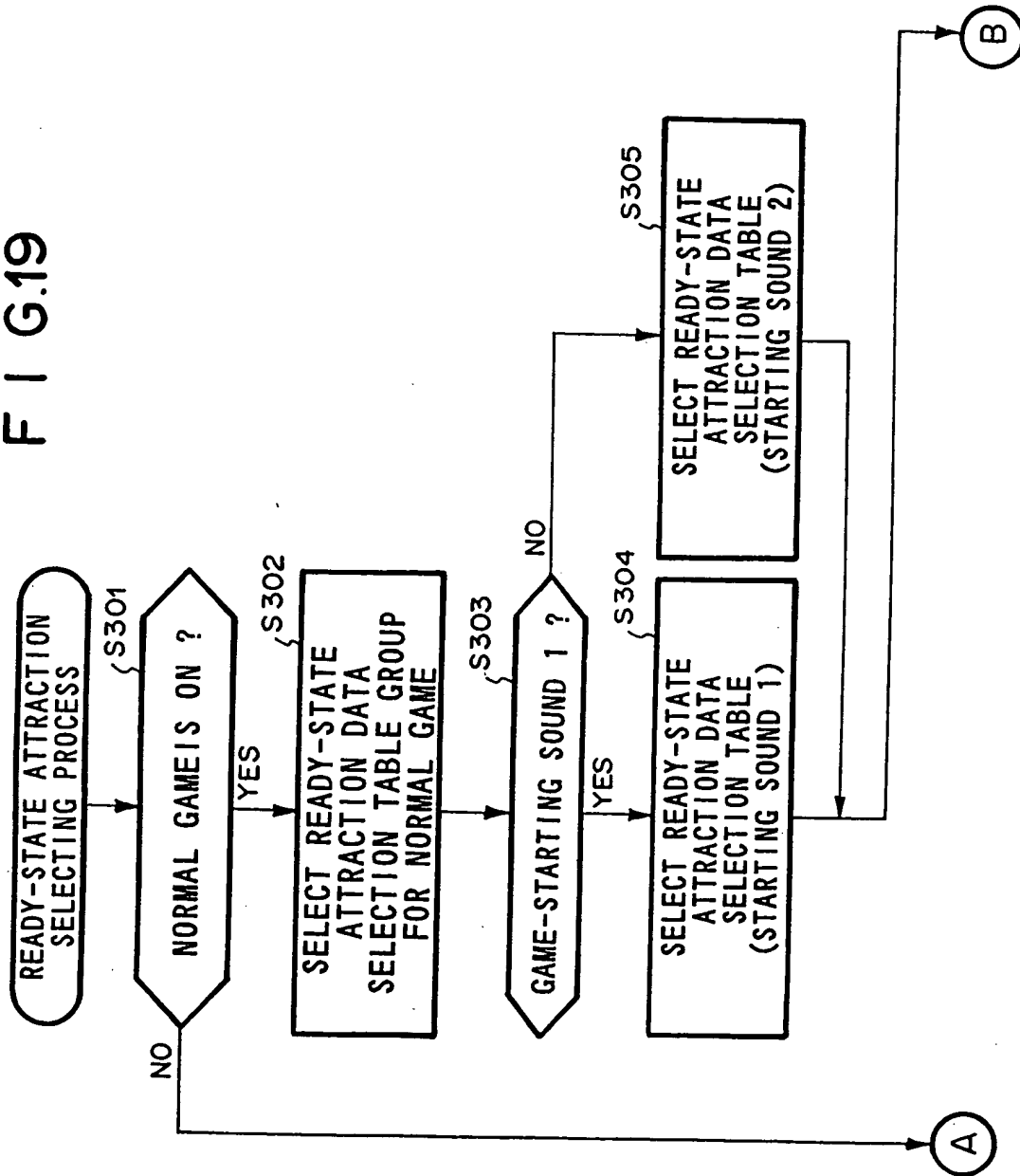


FIG. 20

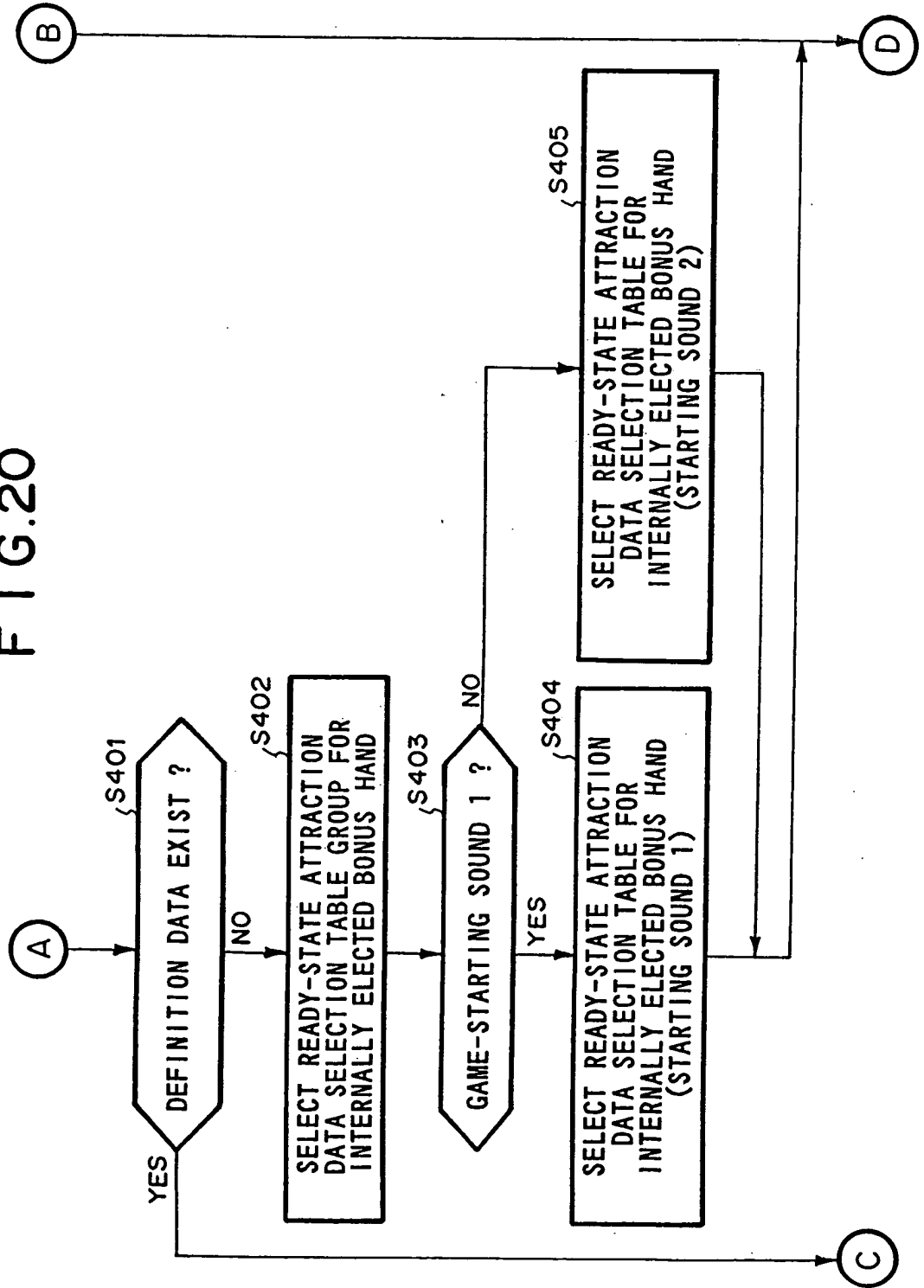
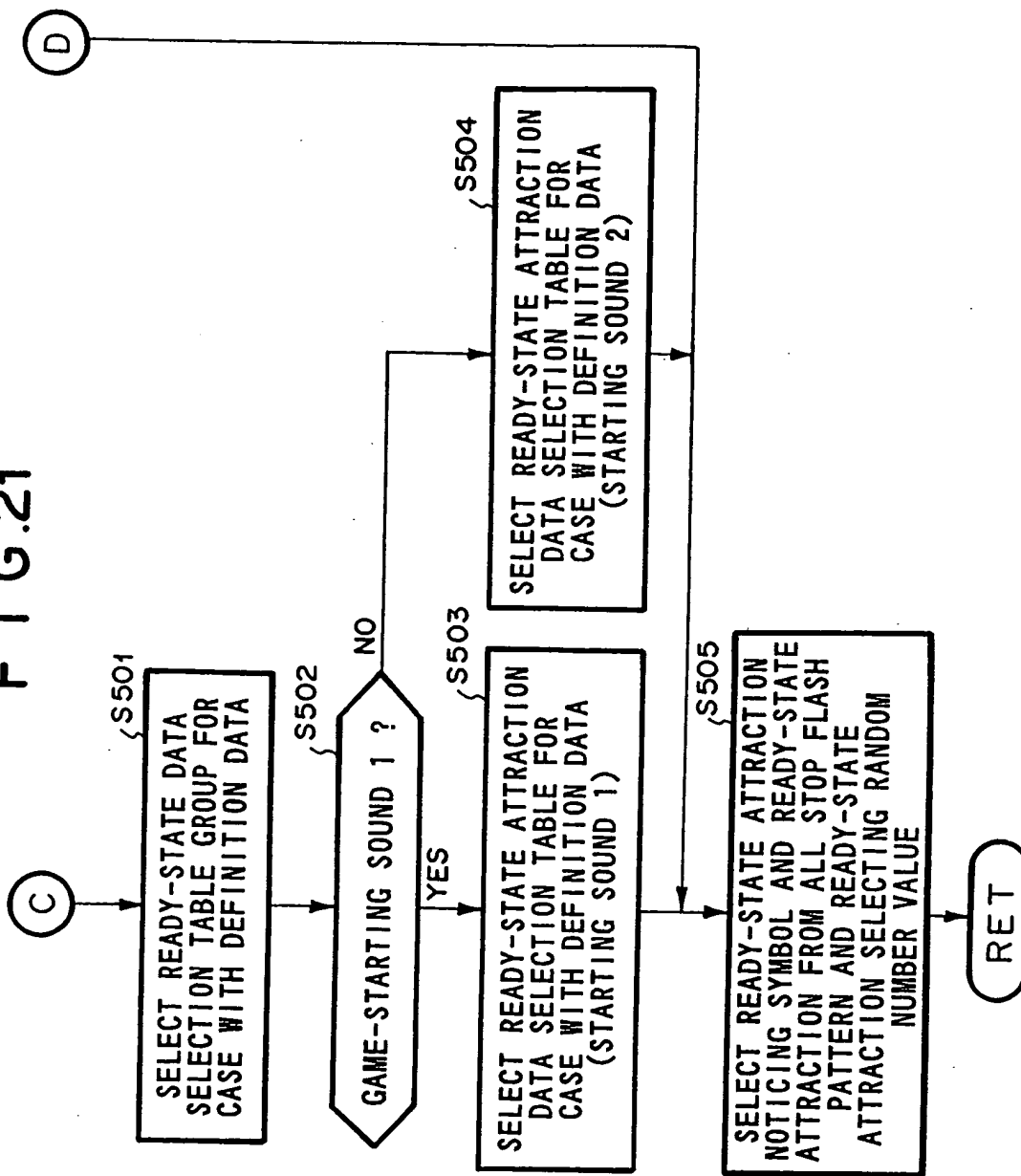




FIG. 21



IDENTICAL LEFT, CENTER AND RIGHT APPEARING  
SYMBOL SELECTION TABLE FOR READY-STATE  
ATTRACTION FOR INTERNALLY ELECTED BB

F I G. 22A

IDENTICAL LEFT, CENTER AND RIGHT SYMBOL	
7	6 5 5 3
D o	2 6 2 1 4
CAKE	1 9 6 6 1
COOKIE	1 3 1 0 7

IDENTICAL LEFT, CENTER AND RIGHT APPEARING  
SYMBOL SELECTION TABLE FOR READY-STATE  
ATTRACTION FOR INTERNALLY ELECTED RB

F I G. 22B

IDENTICAL LEFT, CENTER AND RIGHT SYMBOL	
B A R	6 5 5 3
D o	1 3 1 0 7
CAKE	1 9 6 6 1
COOKIE	2 6 2 1 4

LOSING READY-HAND APPEARING SYMBOL  
SELECTION TABLE FOR READY-STATE ATTRACTION

F I G. 22C

READY-HAND APPEARING SYMBOL	
7	1 3 1 0 7
B A R	1 3 1 0 7
D o	1 3 1 0 7
CAKE	1 3 1 0 7
COOKIE	1 3 1 0 7

LOSING CENTER APPEARING SYMBOL  
SELECTION TABLE FOR SPECIFIC MODE  
OF READY-STATE ATTRACTION

F I G. 22D

READY-HAND APPEARING SYMBOL	CENTER
7	B A R
B A R	D o
D o	E
CAKE	COOKIE
COOKIE	7

0945633-120799

FIG. 23

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 9 DIAMOND DURING INTERNAL ELECTION OF BB OR RB			
0 2 8	NO	STARTING SOUND 1	4
0 2 2	NO	STARTING SOUND 1	5
0 5 0	YES	STARTING SOUND 1	7
1 5 6	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 0 MISS IN NORMAL GAME			
2 2 5	NO	STARTING SOUND 1	NO
0 0 1	NO	STARTING SOUND 1	5
0 1 3	NO	STARTING SOUND 2	NO
0 1 3	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	2
0 0 1	NO	STARTING SOUND 2	3
0 0 1	NO	STARTING SOUND 2	5
0 0 1	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 1 GROUP 1 IN NORMAL GAME			
1 6 3	NO	STARTING SOUND 1	NO
0 0 6	NO	STARTING SOUND 1	2
0 0 3	NO	STARTING SOUND 1	3
0 4 1	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	7
0 2 6	NO	STARTING SOUND 2	NO
0 0 2	NO	STARTING SOUND 2	6
0 1 0	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	2

004503-109

## F I G.24

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 2		DG IN NORMAL GAME	
188	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
036	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
004	NO	STARTING SOUND 2	6
FLASH DATA TABLE 3		DIAMOND IN NORMAL GAME	
113	NO	STARTING SOUND 1	NO
002	NO	STARTING SOUND 1	4
001	NO	STARTING SOUND 1	5
002	NO	STARTING SOUND 2	NO
018	NO	STARTING SOUND 2	4
120	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 4		REPLAY IN NORMAL GAME	
196	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
022	NO	STARTING SOUND 2	NO
022	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
001	NO	STARTING SOUND 2	6

0045681.2099

## F I G.25

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 5 BB, RB IN NORMAL GAME			
114	NO	STARTING SOUND 1	NO
001	NO	STARTING SOUND 1	4
001	YES	STARTING SOUND 1	7
001	YES	STARTING SOUND 2	8
009	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	7
020	NO	STARTING SOUND 2	NO
005	NO	STARTING SOUND 2	2
020	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	2
004	YES	STARTING SOUND 2	6
026	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	3
045	NO	STARTING SOUND 2	NO
003	NO	STARTING SOUND 2	5
FLASH DATA TABLE 6 MISS DURING INTERNAL ELECTION OF BB OR RB			
154	NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	5
006	YES	STARTING SOUND 1	3
011	YES	STARTING SOUND 2	4
012	YES	STARTING SOUND 2	5
005	NO	STARTING SOUND 2	2
035	NO	STARTING SOUND 2	3
027	NO	STARTING SOUND 2	5

0045683-1079

## F I G.26

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 7      GROUP 1 DURING INTERNAL ELECTION OF BB OR RB			
0 2 7	NO	STARTING SOUND 1	NO
0 2 8	NO	STARTING SOUND 1	2
0 4 2	NO	STARTING SOUND 1	3
0 0 3	YES	STARTING SOUND 1	8
0 0 1	NO	STARTING SOUND 2	NO
0 2 1	NO	STARTING SOUND 2	7
0 3 8	NO	STARTING SOUND 2	NO
0 0 6	NO	STARTING SOUND 2	6
0 8 5	NO	STARTING SOUND 2	NO
0 0 5	NO	STARTING SOUND 2	2
FLASH DATA TABLE 8      DG. REPLAY DURING INTERNAL ELECTION OF BB OR RB			
0 7 9	NO	STARTING SOUND 1	NO
0 2 1	NO	STARTING SOUND 1	1
0 1 4	YES	STARTING SOUND 1	5
0 1 4	NO	STARTING SOUND 1	6
0 2 3	NO	STARTING SOUND 2	NO
0 2 0	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
0 1 9	NO	STARTING SOUND 2	6
0 3 6	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	2
0 2 5	YES	STARTING SOUND 2	7

65/037 6695460

## FIG.27

## BLINKING PATTERN 1

STAGE	BLINKING PATTERN		
1	(1)	(2)	(3)
	(4)	(5)	(6)
	(7)	(8)	(9)

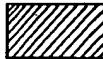

PATTERN SHIFTING TIME  
(103.25ms)

 ON  OFF

0945633.120799

## F I G.28

## BLINKING PATTERN 2



STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<p><b>PATTERN SHIFTING TIME</b> (150.18ms)</p> <p> ON  OFF</p>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

0945683-10099



## F I G.29

## BLINKING PATTERN 3

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
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(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
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(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<p><b>PATTERN SHIFTING TIME</b> (75.09ms)</p> <p> ON       OFF</p>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

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## FIG.30

## BLINKING PATTERN 4

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
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2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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(4)	(5)	(6)																			
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(1)	(2)	(3)																			
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(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>PATTERN SHIFTING TIME (150.18ms)</div> <div><div></div> ON <div></div> OFF</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

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## F I G.31



## BLINKING PATTERN 5

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>PATTERN SHIFTING TIME (103.25ms)</div> <div><div></div> ON <div></div> OFF</div>										
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(7)	(8)	(9)																			

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## F I G.32


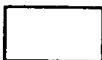
## BLINKING PATTERN 6

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	12	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	13	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	14	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	15	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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(1)	(2)	(3)																			
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## F I G.33


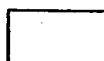
## BLINKING PATTERN 7

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	12	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	13	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	14	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	15	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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(4)	(5)	(6)																			
(7)	(8)	(9)																			
8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<p>PATTERN SHIFTING TIME (75.09ms)</p> <p> NO       OFF</p>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

044545450

## F I G.34

## BLINKING PATTERN 8

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	12	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	13	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	14	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	15	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<p><b>PATTERN SHIFTING TIME</b> (103.25ms)</p> <p> ON  OFF</p>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

09456833-10090

## F I G.35

READY-STATE ATTRACTION DATA SELECTION  
TABLE FOR NORMAL GAME(STARTING SOUND 1)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	60115							65535
	a	5000							
	b	50	60000	50000					
	c	50			25000	5000			
	d	50			15000	15000			
	e	10			5000	25000			
	f	50					40000	30000	
	g	50					10000	20000	
	h	10					1000	1000	
	i								
A	NONE								
	a								
	b	10	5535	15535					
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c	10			15000	535			
	d	10			5000	5000			
	e	50			535	15000			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f	10					12000	10000	
	g	10					2400	4000	
	h	50					156	535	
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

66202T" 22895460

## FIG.36

READY-STATE ATTRACTION DATA SELECTION  
TABLE FOR NORMAL GAME(STARTING SOUND 2)

READY- STATE NOTICE	READY- STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	45867	65535	65535	65535	65535	65535	65535	65535
	a	1							
	b	1000							
	c	7000							
	d	2100							
	e	1							
	f	7000							
	g	1060							
	h	1							
	i								
A	NONE								
	a								
	b	1							
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c	800							
	d	201							
	e	1							
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f	300							
	g	201							
	h	1							
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

6640221" 52095460



## F I G.37

READY-STATE ATTRACTION DATA SELECTION TABLE  
FOR INTERNALLY ELECTED BONUS HAND (STARTING SOUND 1)

READY- STATE NOTICE	READY- STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	60115							65535
	a	5000							
	b	50	35535	5535					
	c	50			25000	5000			
	d	50			15000	15000			
	e	10			5000	25000			
	f	50					20000	535	
	g	50					20000	4000	
	h	10					6000	20000	
	i								
A	NONE								
	a								
	b	10	30000	60000					
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c	10			15000	535			
	d	10			5000	5000			
	e	50			535	15000			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e						5000	1000	
	f	10					9000	10000	
	g	10					5535	30000	
	h	50							
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

664027-00000000

# FIG. 38

READY-STATE ATTRACTION DATA SELECTION TABLE  
FOR INTERNALLY ELECTED BONUS HAND (STARTING SOUND 2)

READY- STATE NOTICE	READY- STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	65535	65535	65535	65535	65535	65535	65535	65535
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
A	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								

0945633-120799

## F I G.39

READY-STATE ATTRACTION DATA SELECTION TABLE  
FOR CASE WITH DEFINITION DATA (STARTING SOUND 1)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	65535							
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
A	NONE								
	a								
	b		65535	65500					
	c								
	d								
	e								
	f								
	g								
	h								
	i								
B	NONE								
	a								
	b								
	c				15000	15000			
	d				20000	20000			
	e				30535	30500			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g						15000	15000	
	h						20000	20000	
	i						30535	30500	
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
E	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i			35		35		35	
E									65535

WHOLE REELS ROTATION

654027-2233460

## FIG.40

READY-STATE ATTRACTION DATA SELECTION TABLE  
FOR CASE WITH DEFINITION DATA (STARTING SOUND 2)

READY-STATE NOTICE	READY-STATE ATTRACTION	ALL STOP FLASH PATTERN							
		0 OR 1	2	3	4	5	6	7	8
NONE	NONE	65535							
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
A	NONE								
	a								
	b		65535	65023					
	c								
	d								
	e								
	f								
	g								
	h							1024	
	i								
B	NONE								
	a								
	b			512					
	c				15000	15000			
	d				20000	20000			
	e				30535	29511			
	f								
	g								
	h								
	i								
C	NONE								
	a								
	b								
	c								
	d								
	e					1024			
	f						15000	15000	
	g						20000	20000	
	h						30535	29511	
	i								
D	NONE								
	a								
	b								
	c								
	d								
	e								
	f								
	g								
	h								
	i								
E									65535

WHOLE REELS ROTATION

65535 65023 512 1024 15000 20000 30535 29511

**FIG. 41A** SINGLE CHARACTER ATTRACTION SELECTION TABLE FOR NORMAL GAME

INTERNALLY ELECTED HAND						
	GROUP 1	DG	DIAMOND	REPLAY	R B	B B
a	52427				3277	3277
b	6554				13107	13107
c		32768			3277	3277
d		3277			13107	13107
e			52427		3277	3277
f			6554		13107	13107
g				65535	13107	13107
NONE	6554	29490	6554		3276	3277
						65535

**FIG. 41B** SINGLE CHARACTER ATTRACTION SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND

INTERNALLY ELECTED HAND						
	GROUP 1	DG	DIAMOND	REPLAY	R B	B B
a	19660	3277	4369	6554		
b	26214	3277	4369	6554		
c	4369	22936		6554		
d	4369	22936	4369	6554		
e	4369		19660	6554		
f		3277	26214	6554		
g		3277	4369	13105		
NONE	6554	6553	6554	13106		
						65535

662027" E0995460

**F I G.42A**

APPEARING SYMBOL SELECTION TABLE FOR NORMAL GAME

	GROUP 1	DG	DIAMOND	REPLAY	MISS	RB	BB
1 s t	1966	7864	7864	1	11796	2621	1310
2 n d	1310	22937	7864	1	12451	2621	1310
3 r d	39976	8519	7864	1	12451	2621	1310
	1966	7864	7864	65523	12451	2621	1310
	1310	8519	7864	1	13107	2621	1310
	659	659	7867	4	659	6558	22288
"BAR"	655	1310	1310	1	655	18349	6553
"DO"	16383	1966	5898	1	655	6553	11796
"CAKE"	655	2621	5570	1	655	10485	9174
"COOKIE"	655	3276	5570	1	655	10485	9174
	65535	65535	65535	65535	65535	65535	65535

**F I G.42B**

APPEARING SYMBOL SELECTION TABLE FOR INTERNALLY ELECTED BONUS HAND

	GROUP 1	DG	DIAMOND	REPLAY	MISS (RB)	MISS (BB)
1 s t	1966	1310	20971	9830	1	3276
2 n d	1310	42597	4587	9830	11796	11796
3 r d	1966	1310	4587	9830	3276	1
	1310	3276	4587	13107	11794	12451
	39321	3276	4587	9830	12451	11794
	1315	1971	5248	168	3938	6559
"BAR"	1310	1966	5242	163	6553	3932
"DO"	14417	2621	5242	4259	5242	5242
"CAKE"	1310	3276	5242	4259	5242	5242
"COOKIE"	1310	3932	5242	4259	5242	5242
	65535	65535	65535	65535	65535	65535

# FIG.43

FLASH DATA SELECTION TABLE FOR NORMAL GAME

INTERNALLY ELECTED HAND	FLASH DATA No.
MISS	0
GROUP 1 (DB OR CHERRY)	1
D G	2
DIAMOND	3
REPLAY	4
R B	5
B B	5

FLASH DATA SELECTION TABLE FOR  
INTERNALLY ELECTED BONUS HAND

INTERNALLY ELECTED HAND	FLASH DATA No.
MISS	6
GROUP 1 (DB OR CHERRY)	7
D G	8
DIAMOND	9
REPLAY	8

SELECTION RANDOM NUMBER VALUE 0-255

09456833 120799

## TRANSMISSION COMMAND

F I G.44

GAMING STATE	DURING NORMAL GAME
	NORMAL GAME IN BB
	DURING RB INTERNAL ELECTION
	DURING BB INTERNAL ELECTION
	DURING RB ACTION

INTERNALLY ELECTED STATE	MISS	
	GROUP 1	CHERRY
		DRAGON BREAK (DB)
	DRAGON (DG)	
	DIAMOND	
	RB	
	B B	
	REPLAY	

GAME-STARTING SOUND	1
	2

ALL STOP FLASH PATTERN	0
	1
	2
	3
	4
	5
	6
	7
	8

DEFINITION DATA	0 (NO)
	1 (YES)

READY-STATE ATTRACTION SELECTING RANDOM NUMBER VALUE	0 - 6 5 5 3 5
--	---------------

APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUE (LEFT)	0 - 6 5 5 3 5
APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUE (RIGHT)	0 - 6 5 5 3 5
APPEARING SYMBOL ATTRACTION SELECTING RANDOM NUMBER VALUE (CENTER)	0 - 6 5 5 3 5

SINGLE CHARACTER ATTRACTION SELECTING RANDOM NUMBER VALUE	0 - 6 5 5 3 5
---	---------------

66202T " EEB95460



FIG. 45



FIG. 46



09456833-120799

FIG. 47



FIG. 48



FIG. 49



FIG. 50



09456331.120799  
664021 EEB5460

FIG. 51

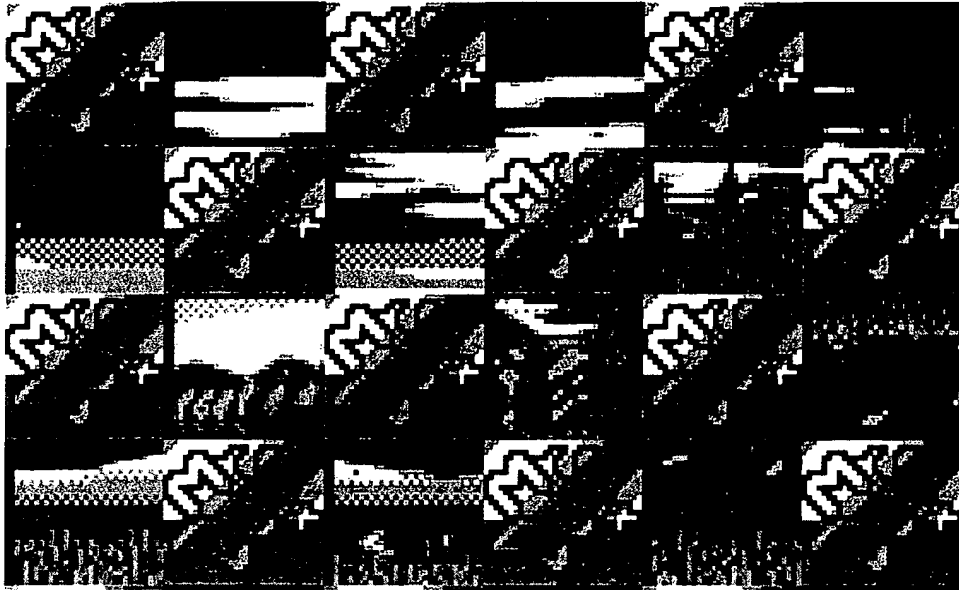


FIG. 52



09456833-120799

FIG. 53

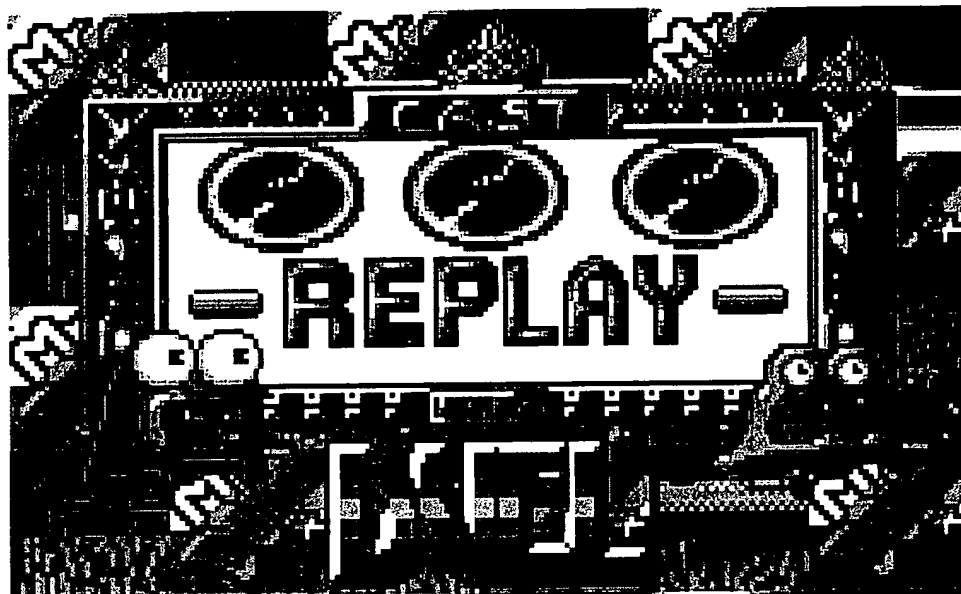
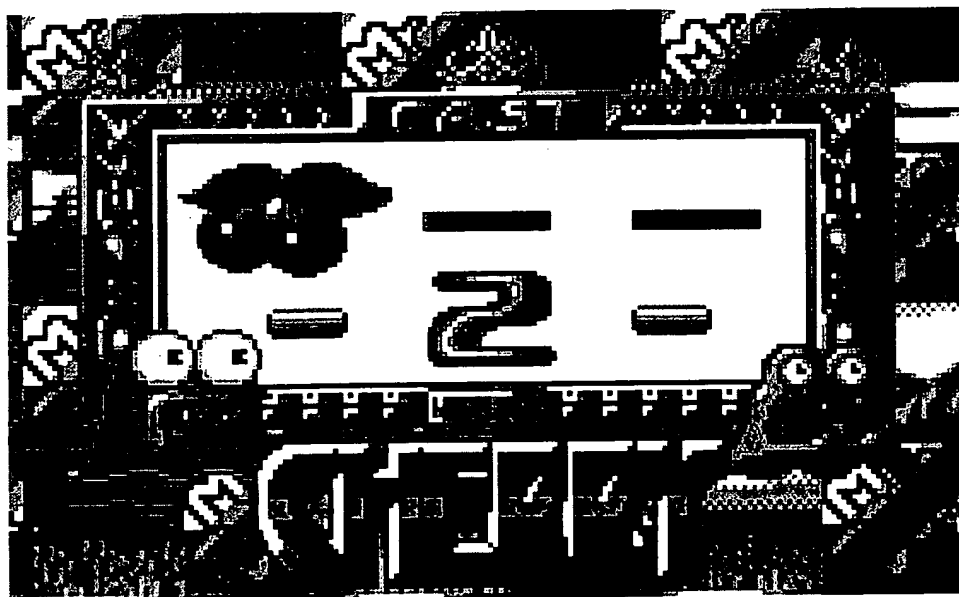
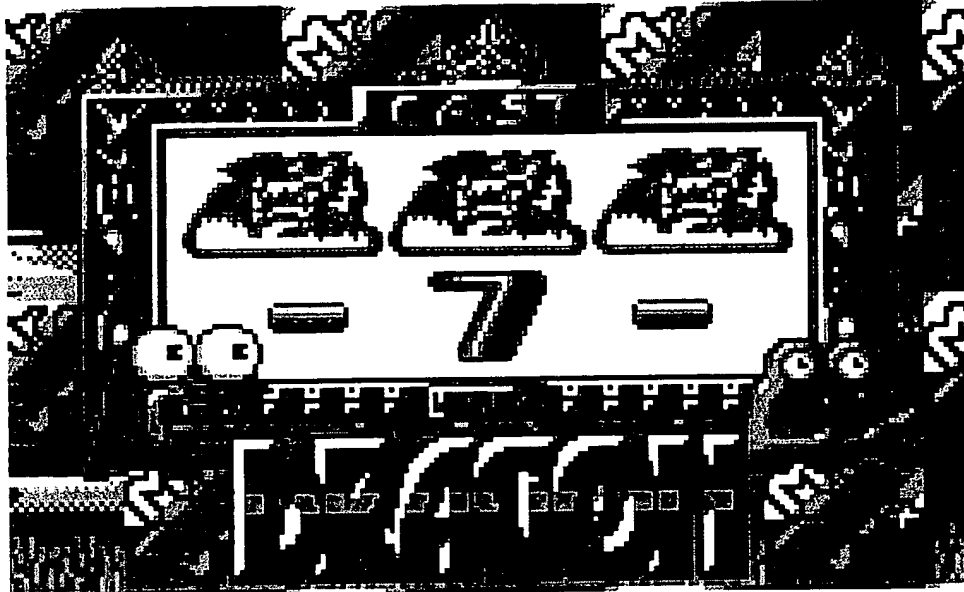


FIG. 54

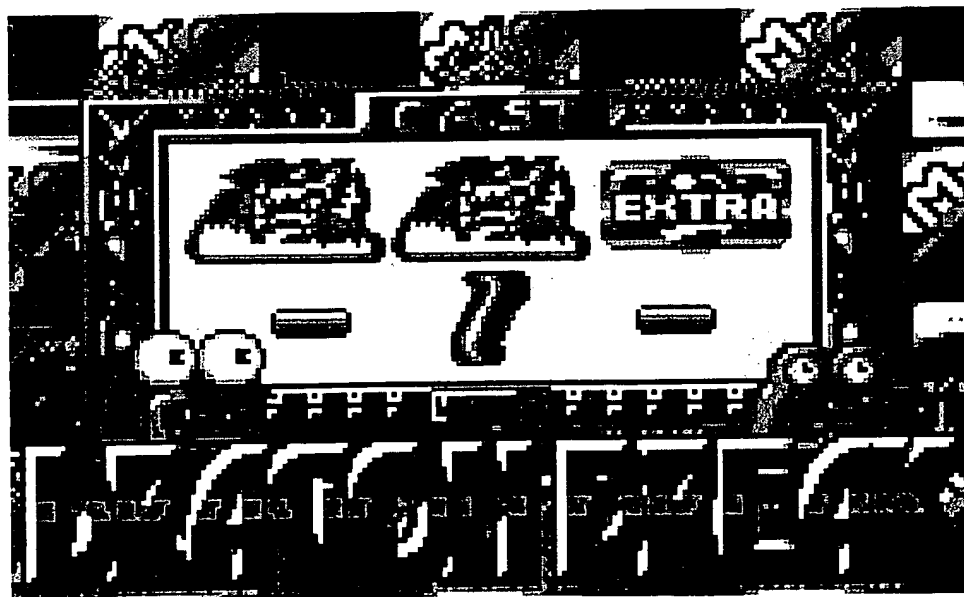


09456833.120799  
664021" E8895460

F I G. 55



F I G. 56



09456833-120799

FIG. 57

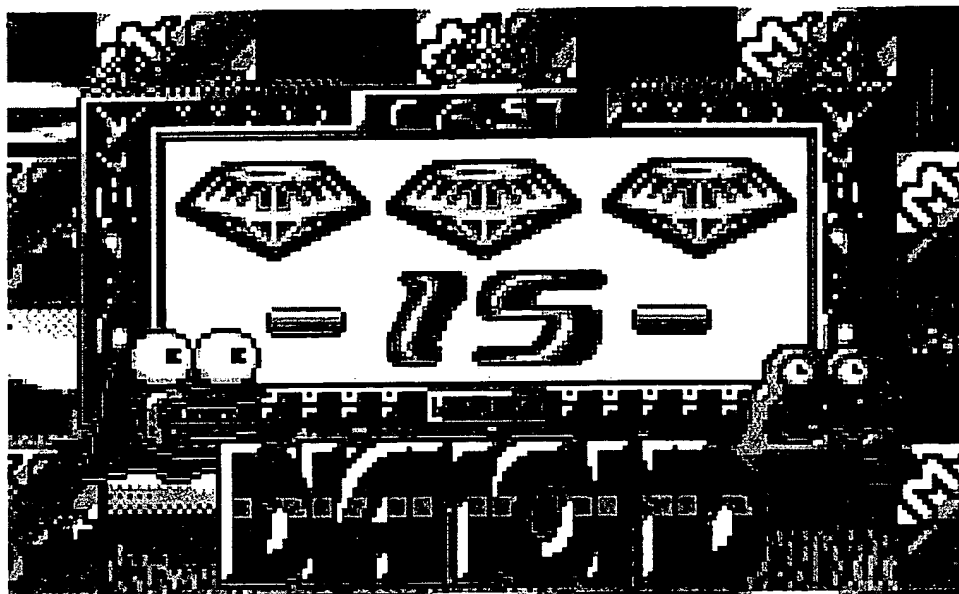


FIG. 58



09456833.120799

FIG. 59



FIG. 60





FIG. 61

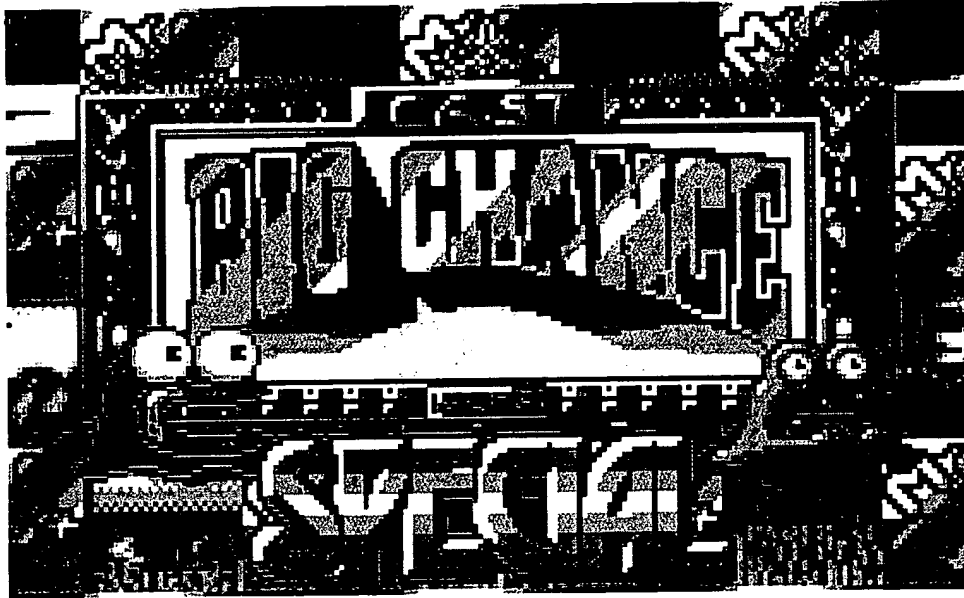
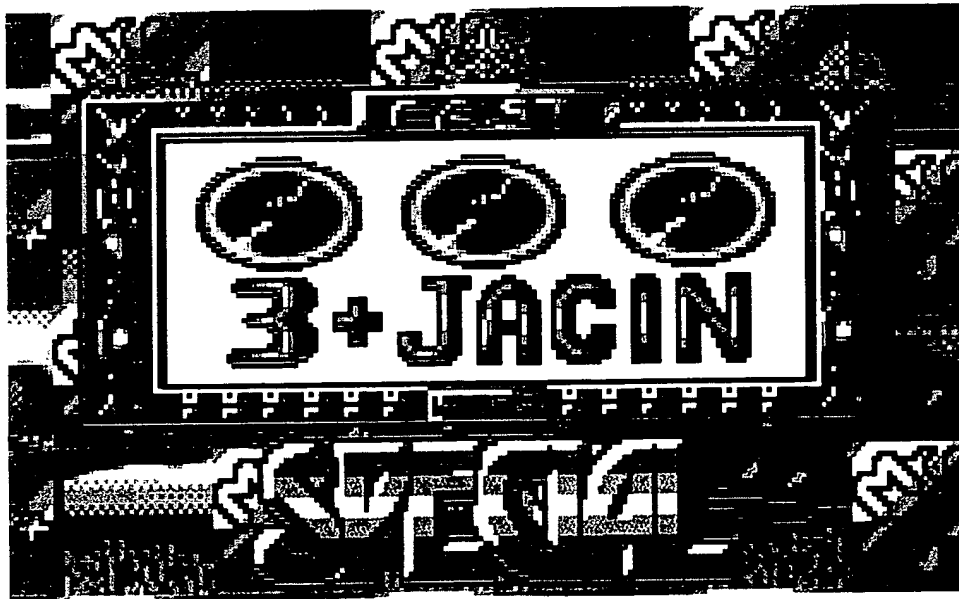
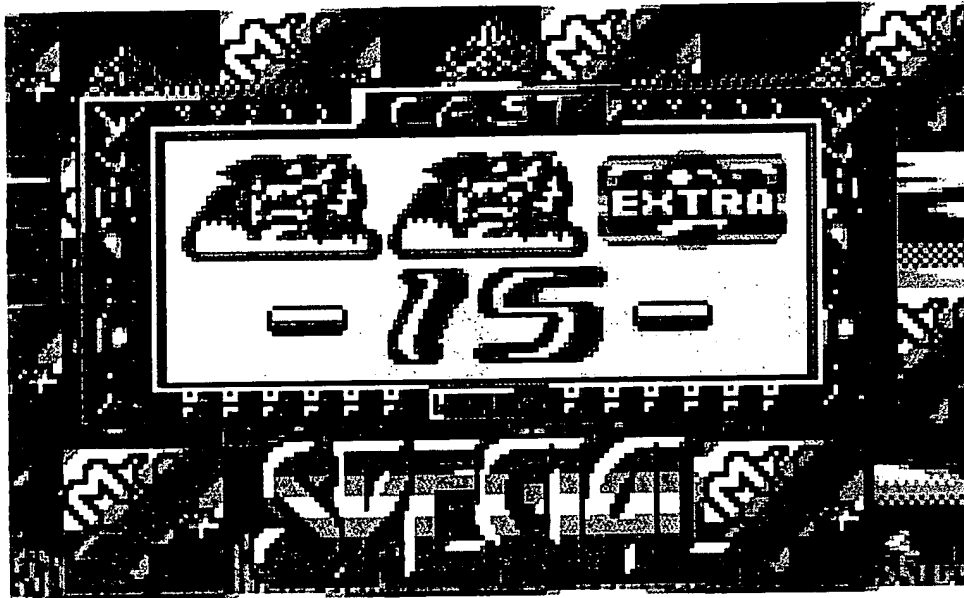


FIG. 62

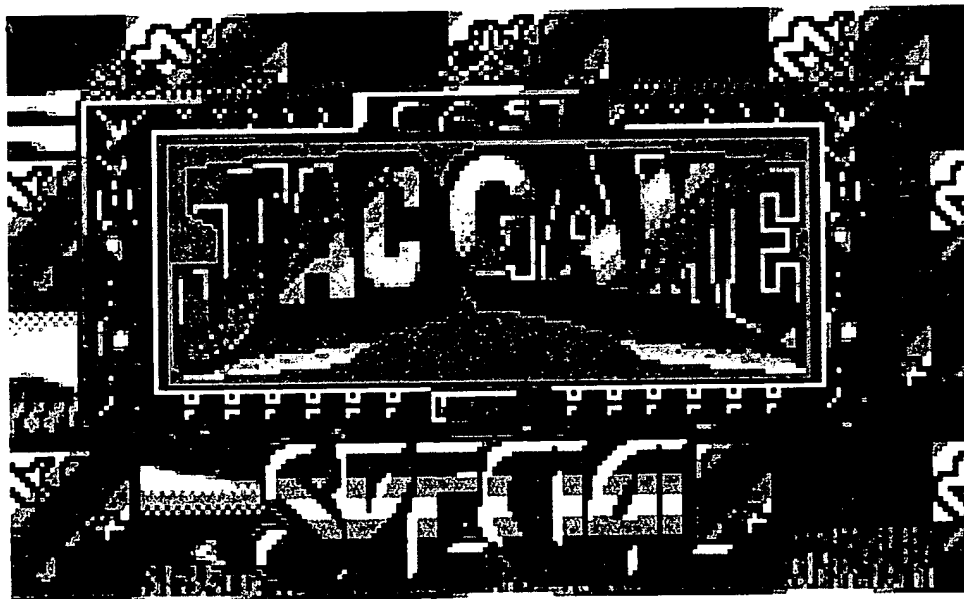


664021-EE895460

F I G. 63



F I G. 64



09456833.120799

FIG. 65

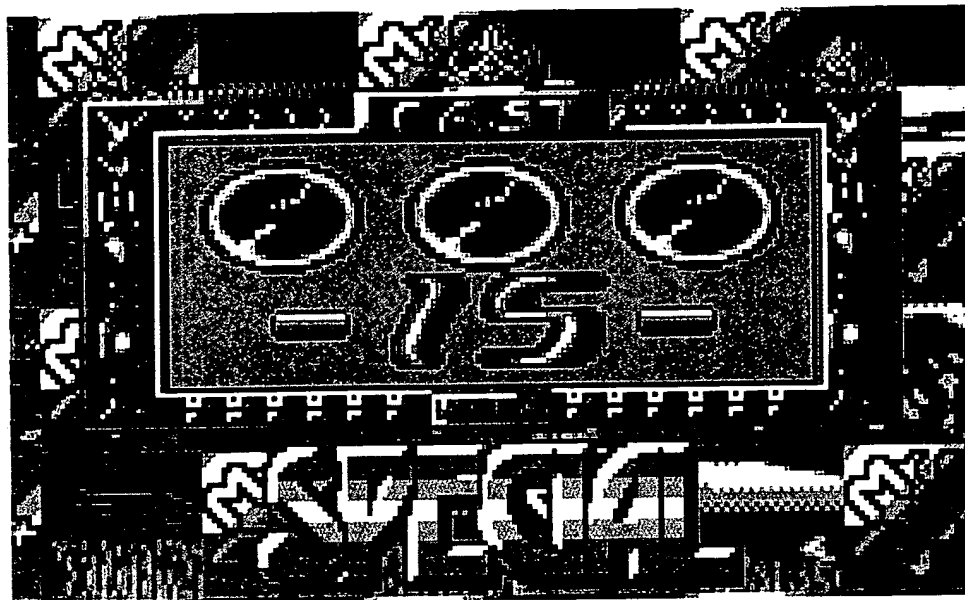
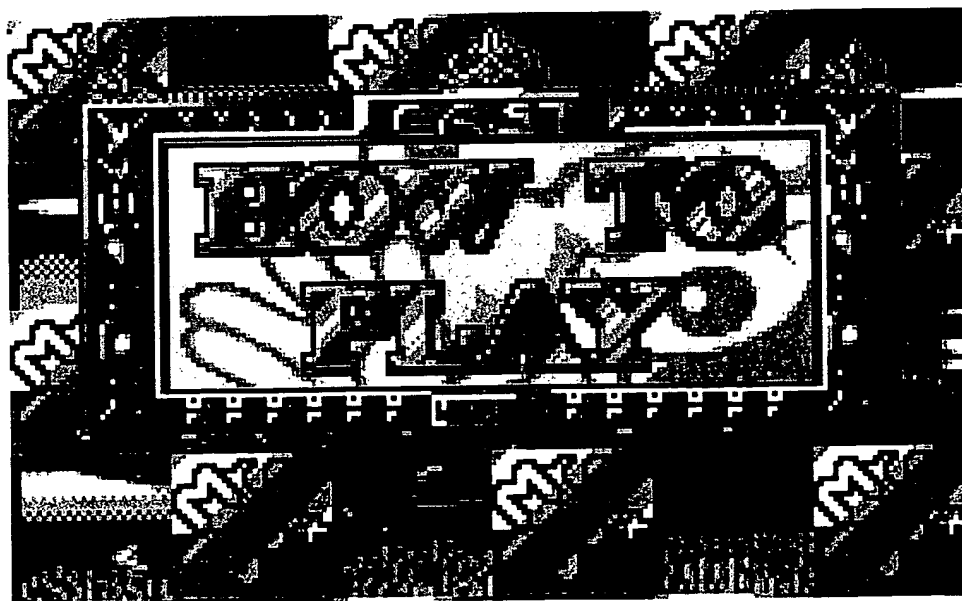


FIG. 66



09456833-120799

FIG. 67

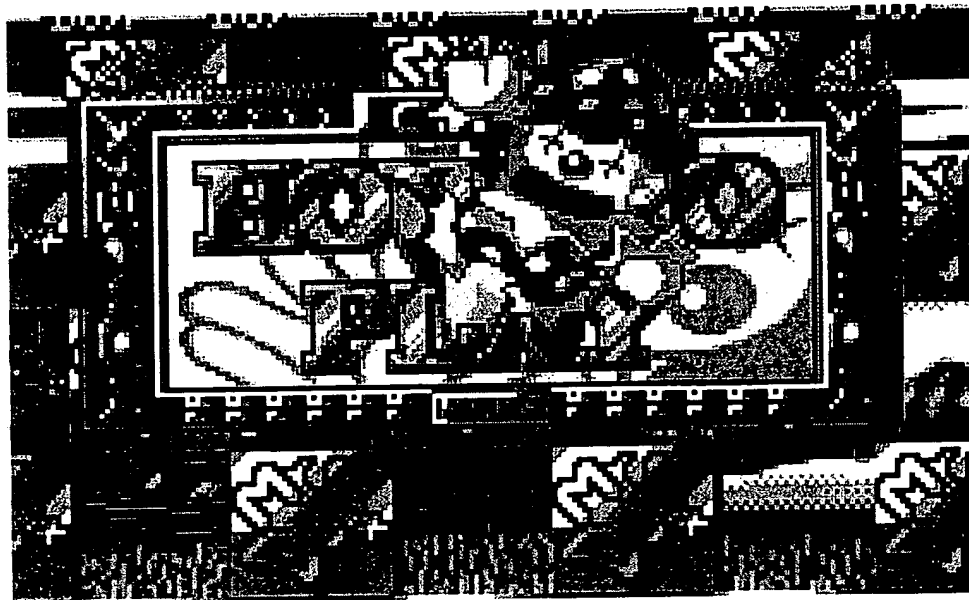
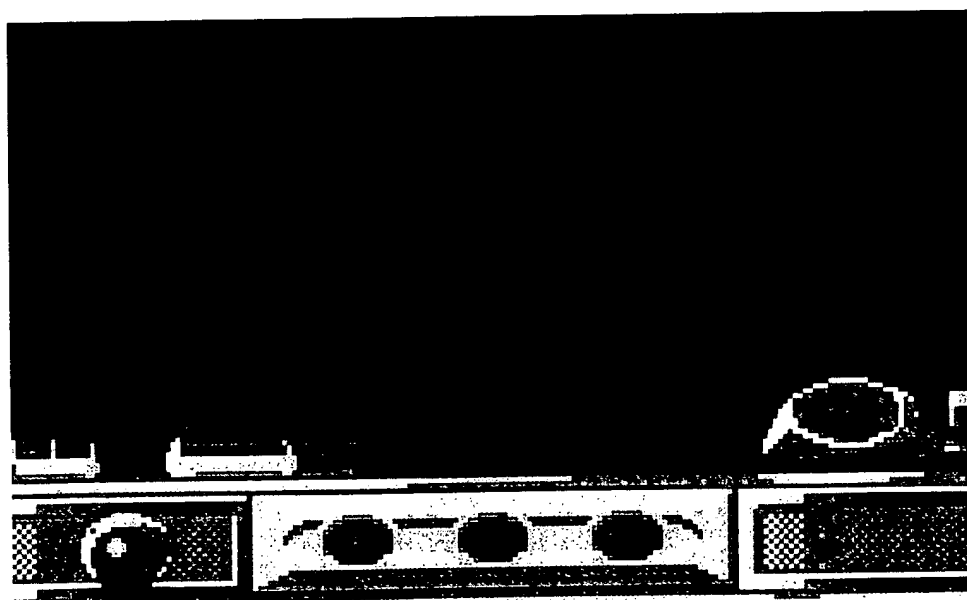


FIG. 68



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FIG. 69

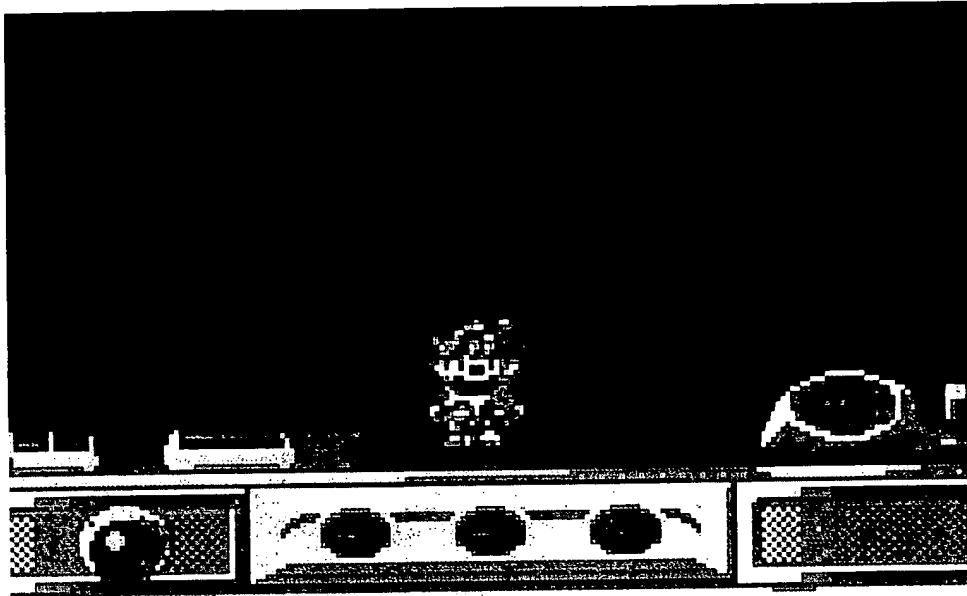
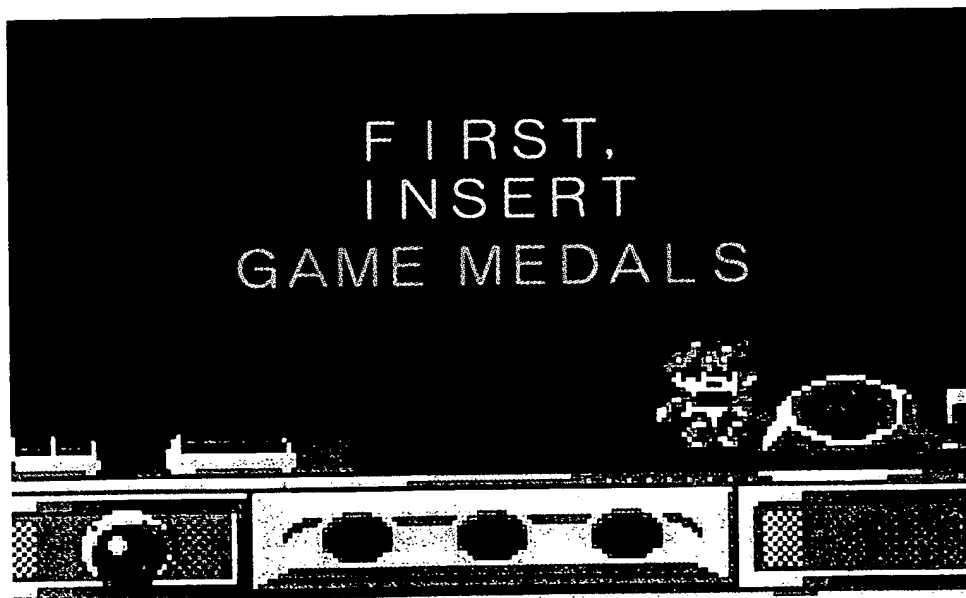


FIG. 70



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FIG. 71

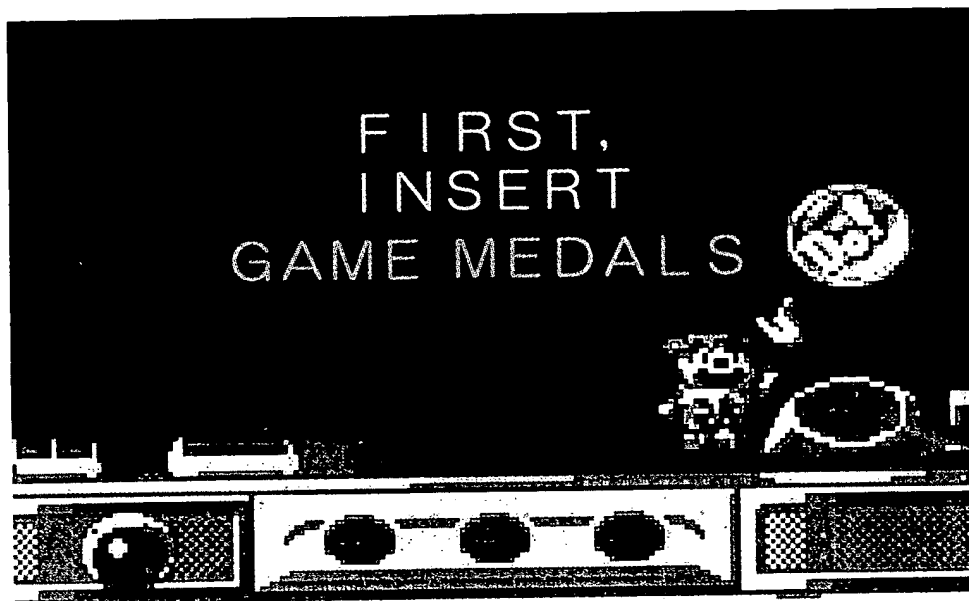
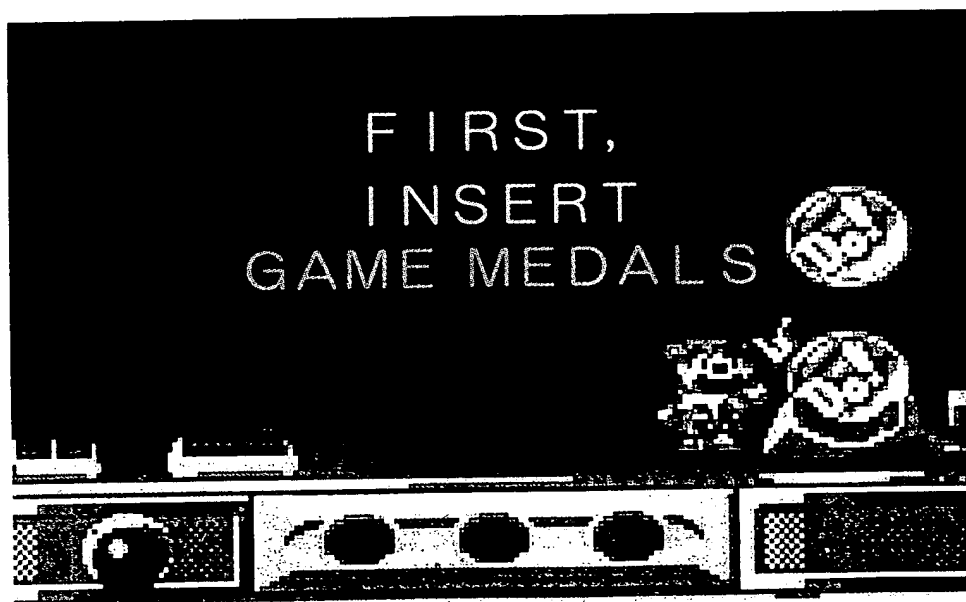


FIG. 72



09456833.120799

FIG. 73

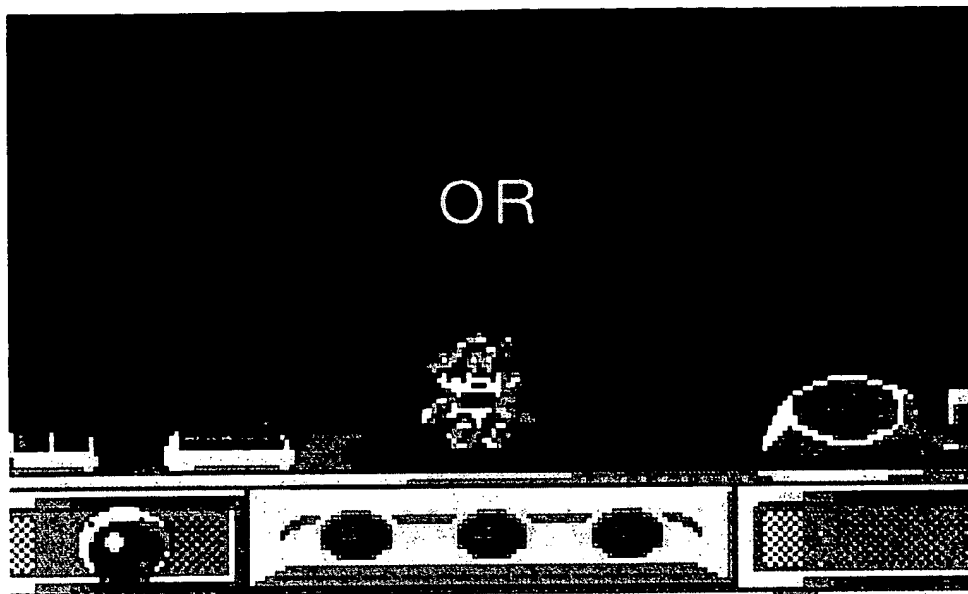
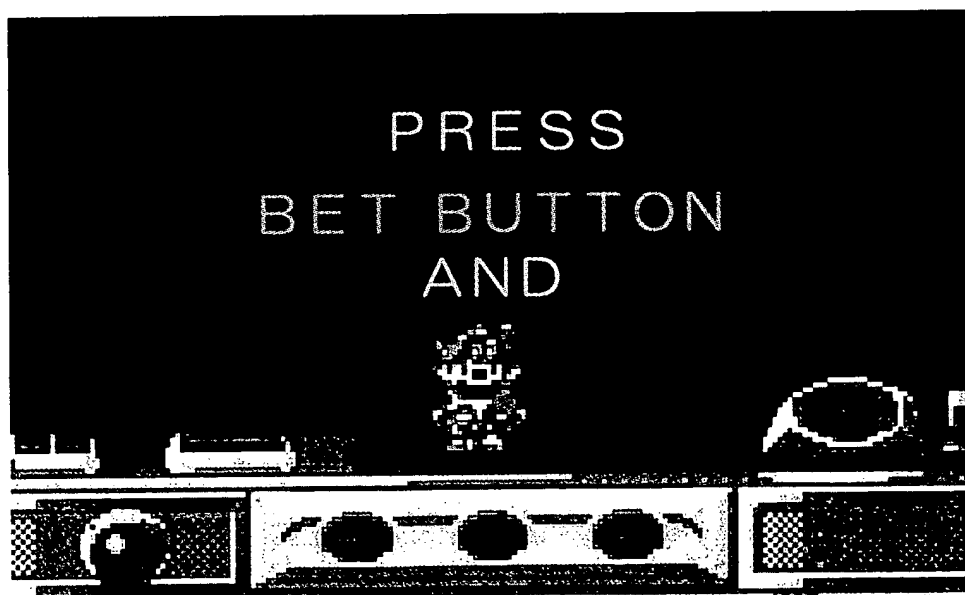


FIG. 74



045693.120799

FIG. 75

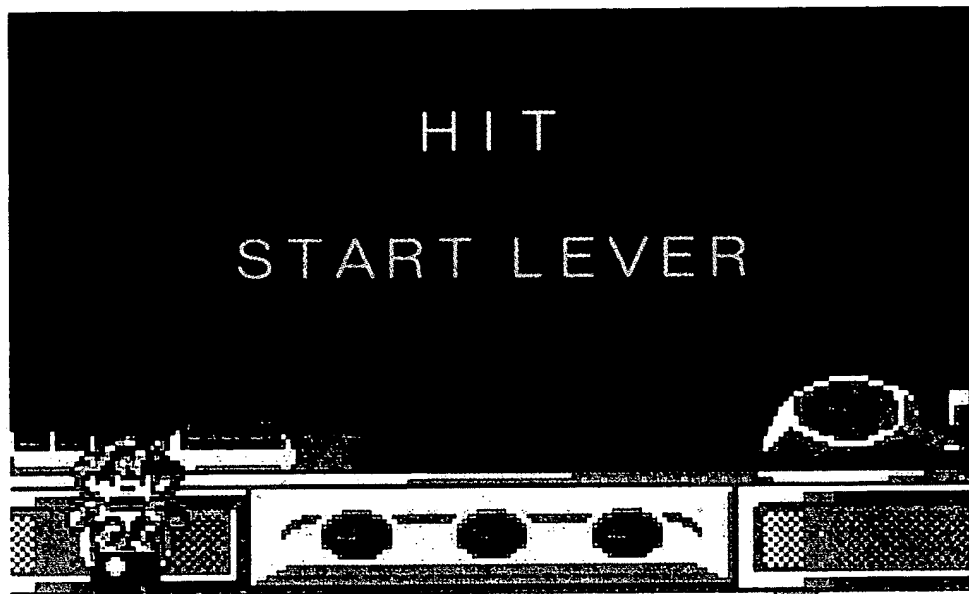
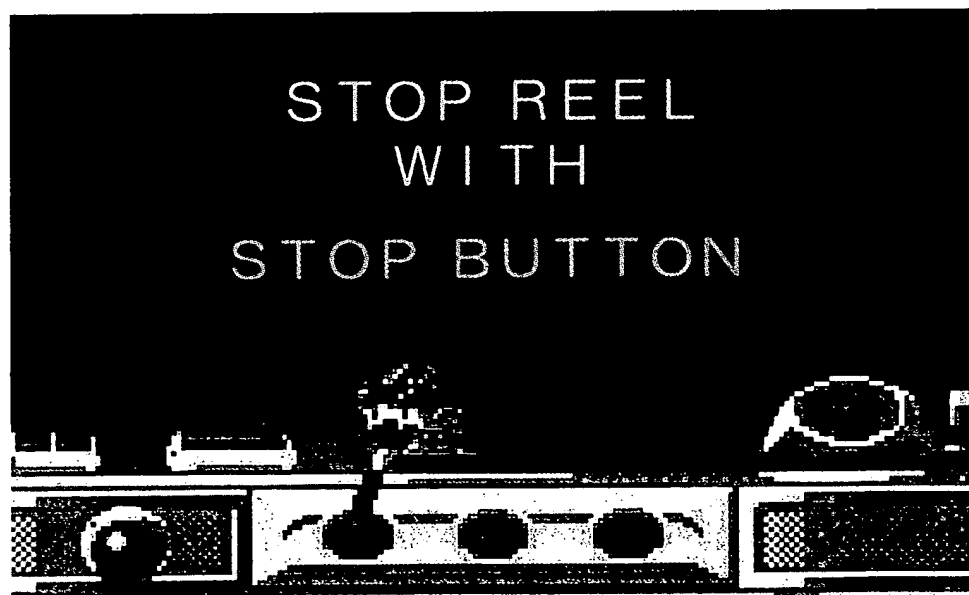


FIG. 76



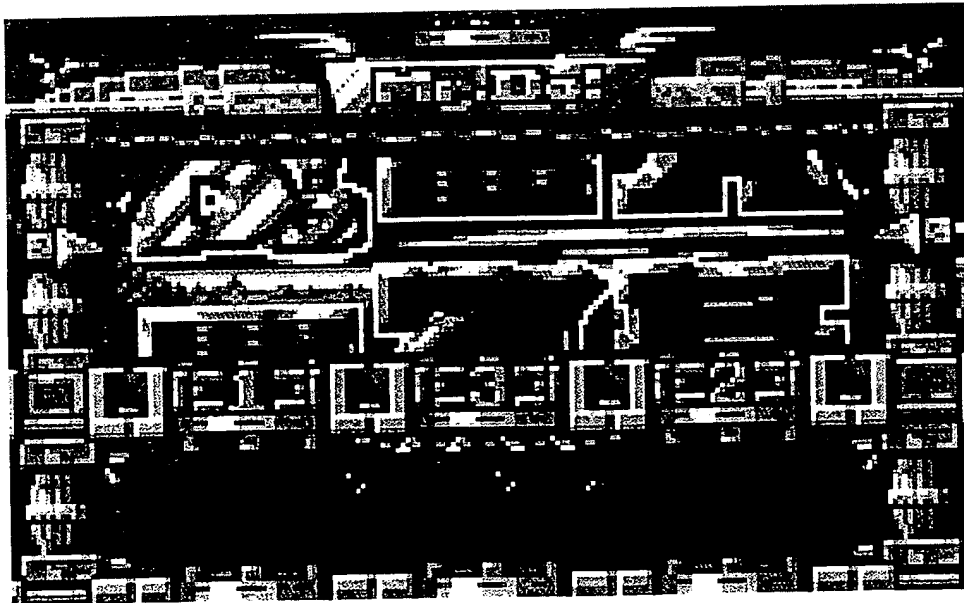
09456833-120799



FIG. 77

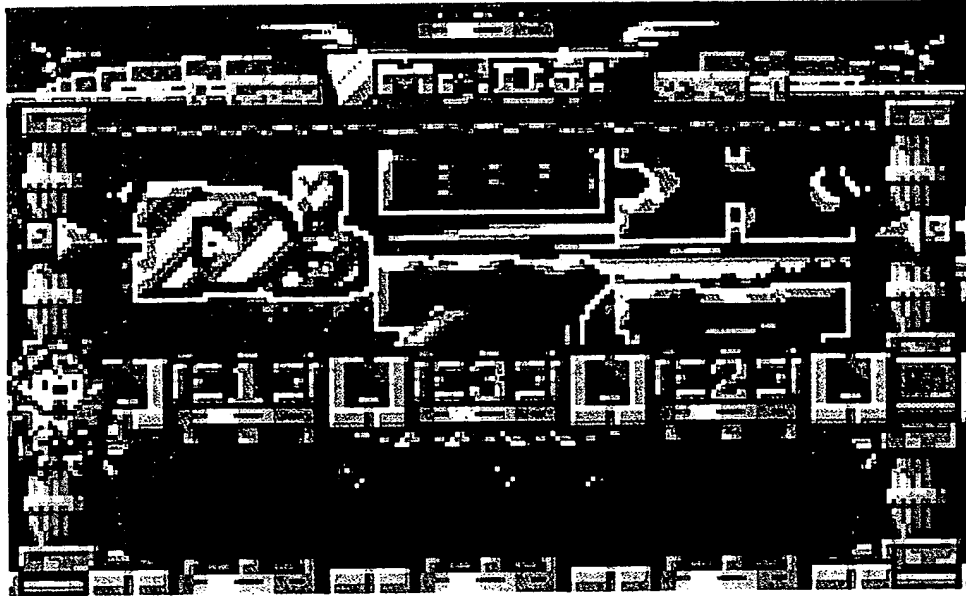


FIG. 78



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F I G. 79



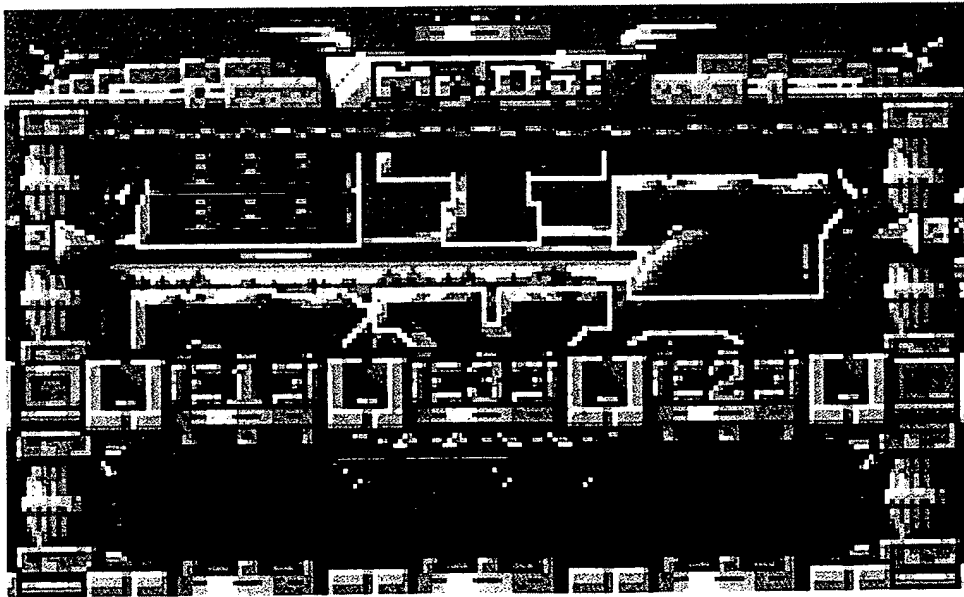
F I G. 80



FIG. 81

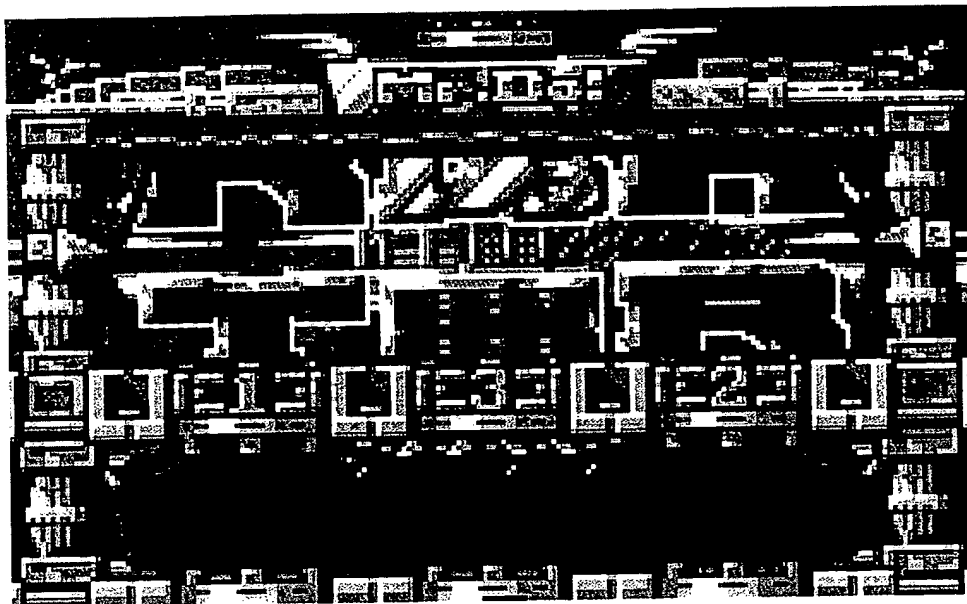


FIG. 82

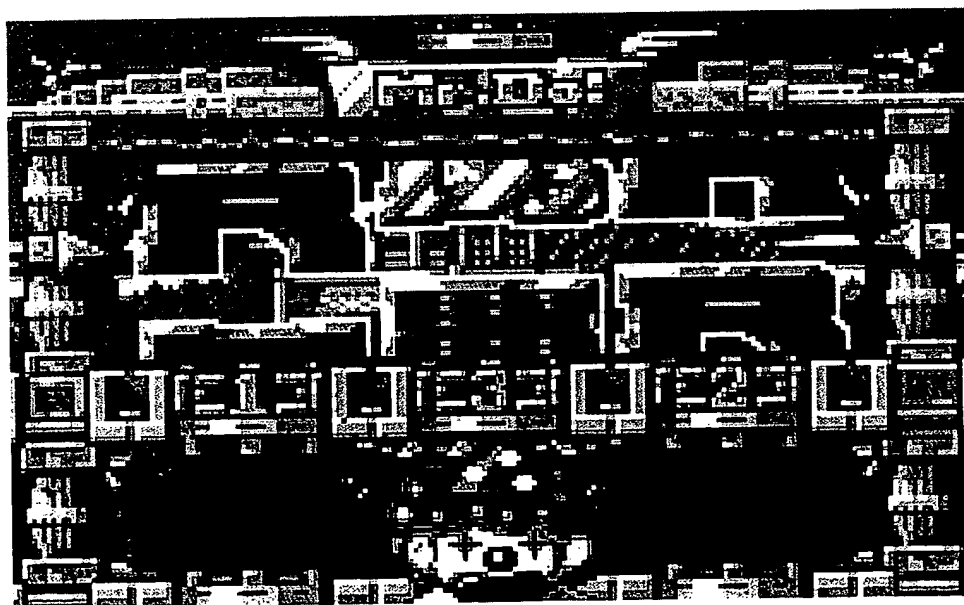


0045683-120799

F I G. 83



F I G. 84



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FIG. 85

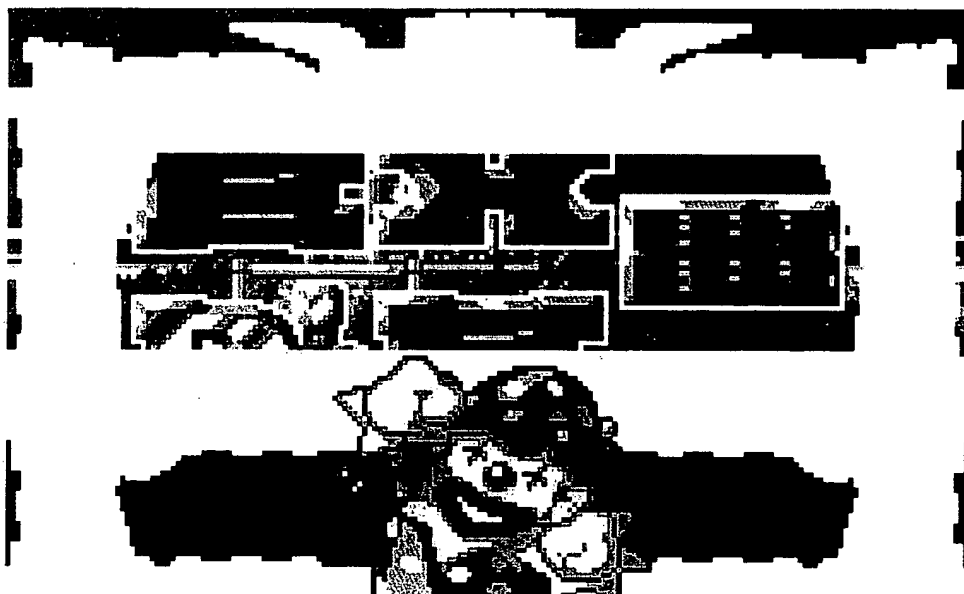


FIG. 86



FIG. 87

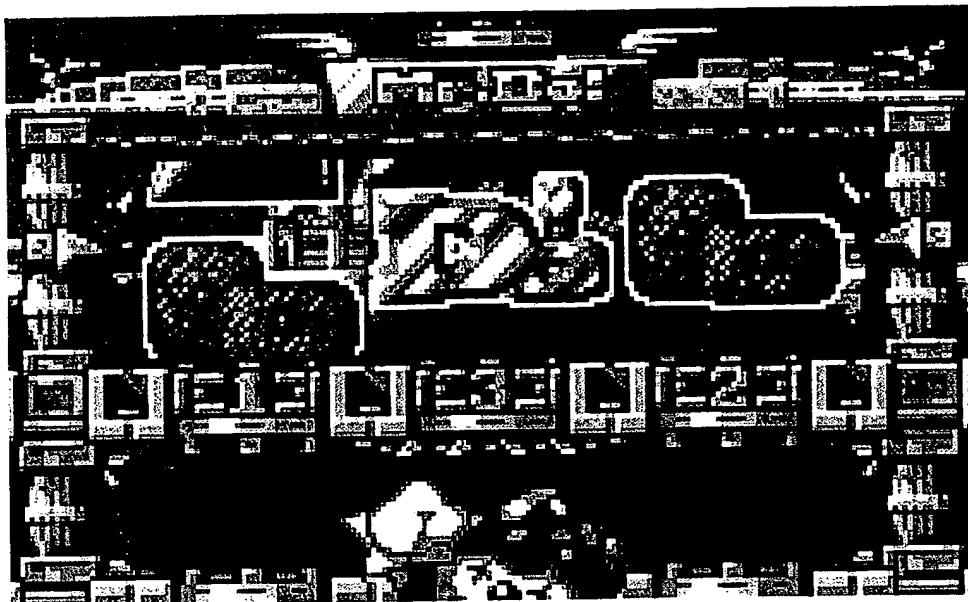
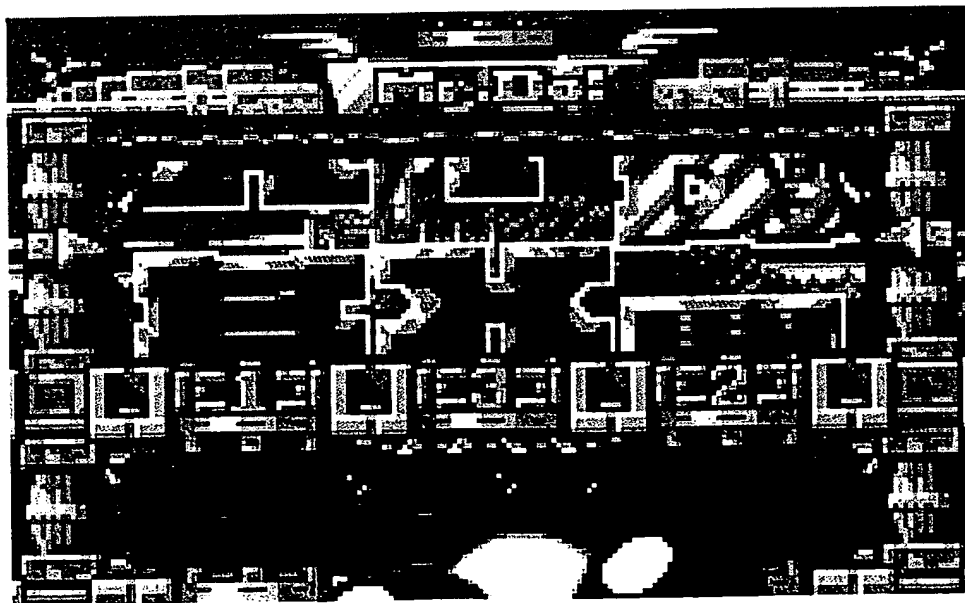
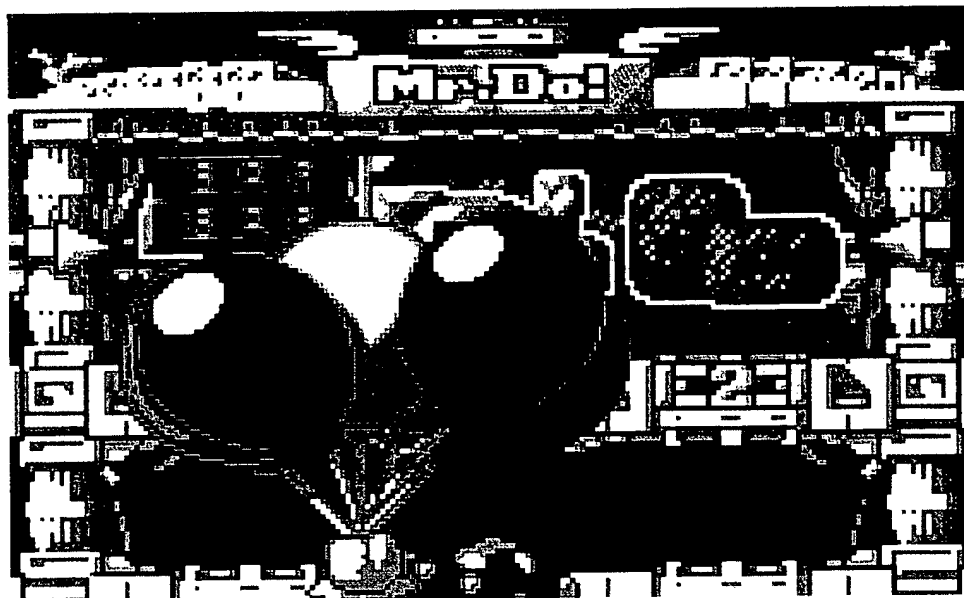


FIG. 88



F I G. 89



F I G. 90



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FIG. 91



FIG. 92



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FIG. 93

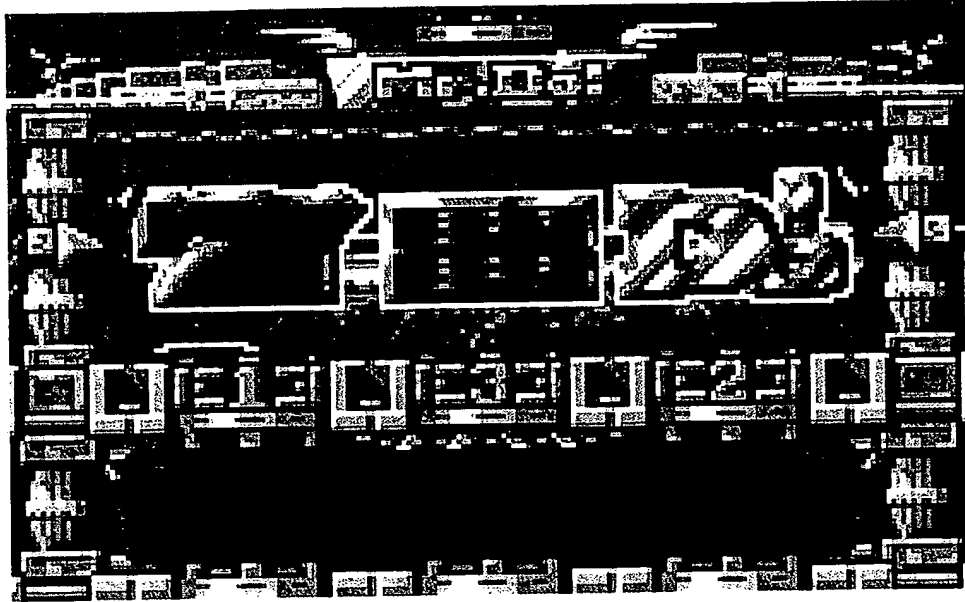
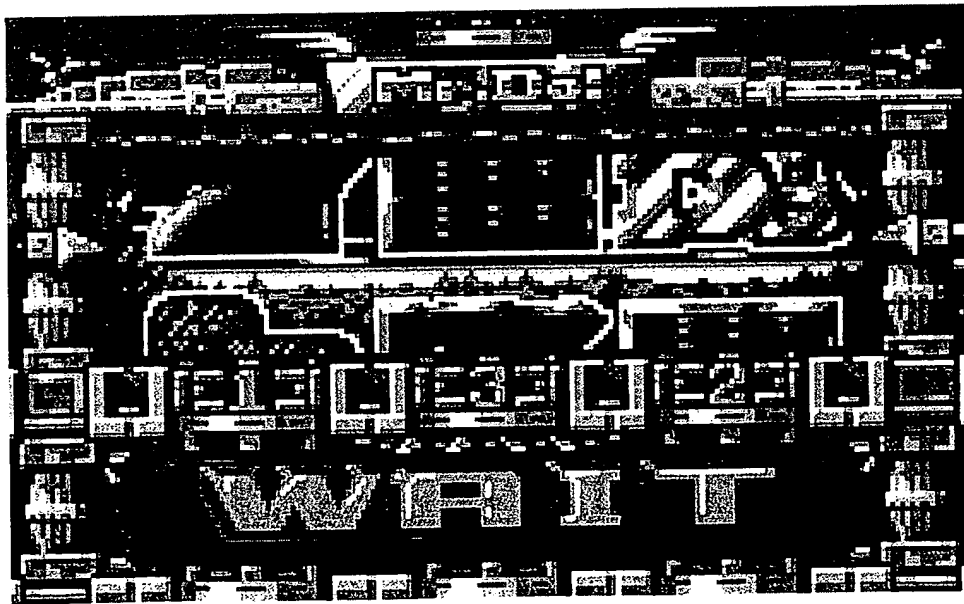
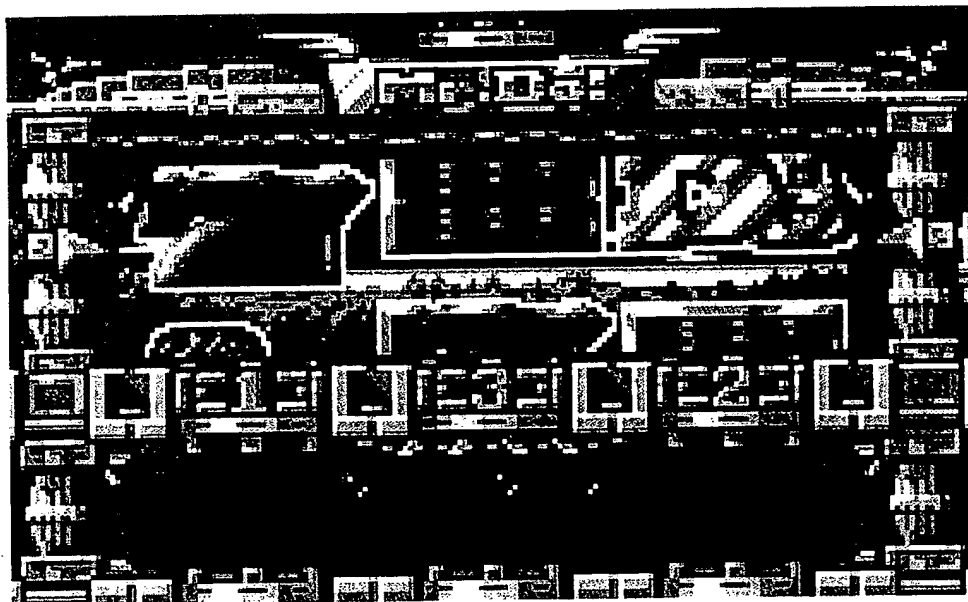


FIG. 94

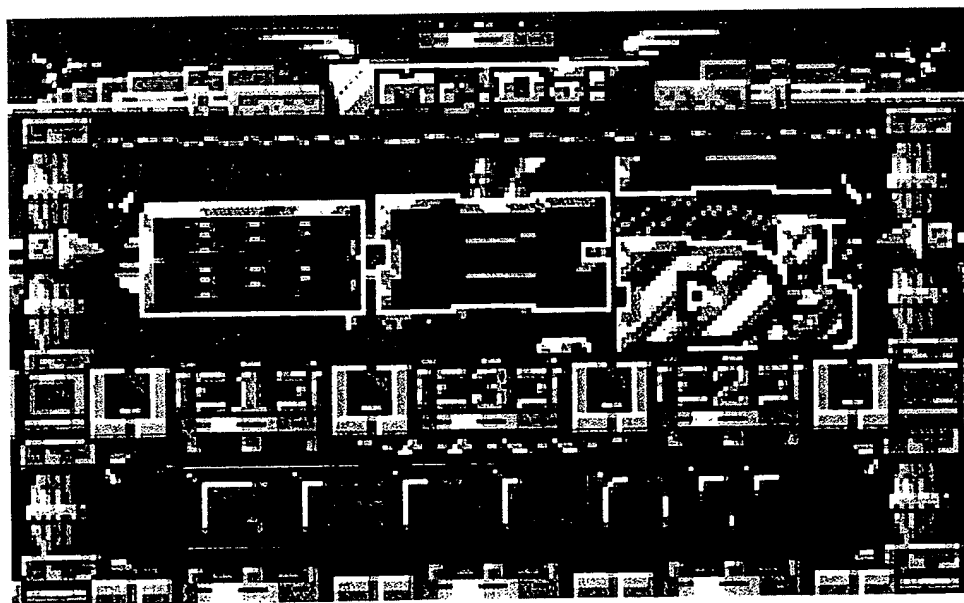


0945633-420799

F I G. 95



F I G. 96



00456833-120799

FIG. 97

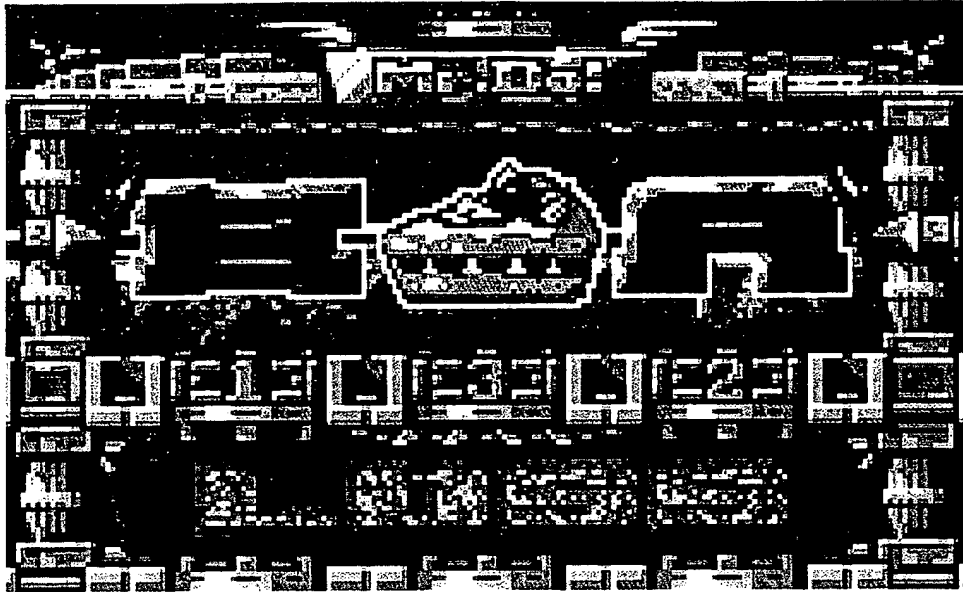


FIG. 98

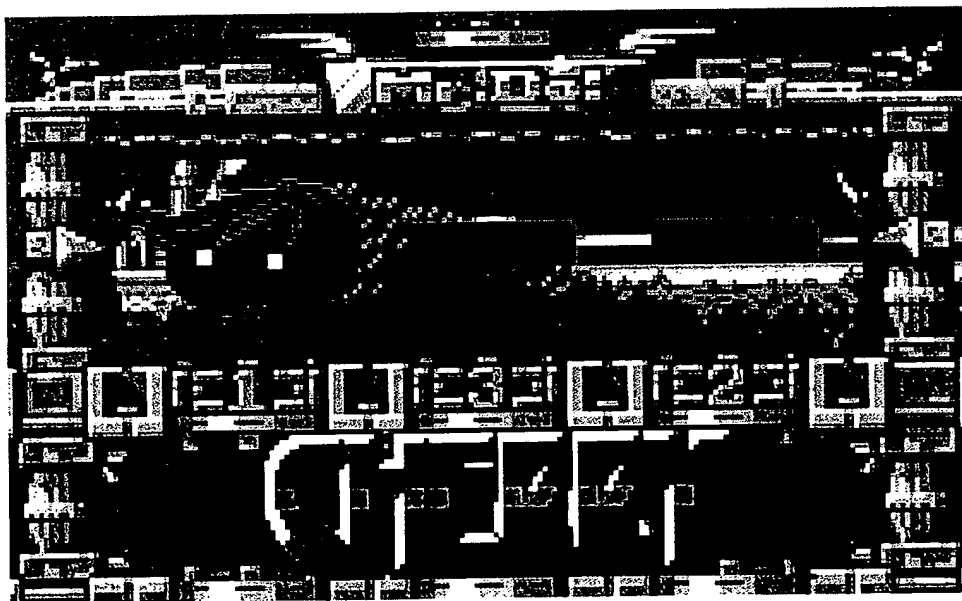


045633-120799

F I G. 99



F I G. 100



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FIG. 101

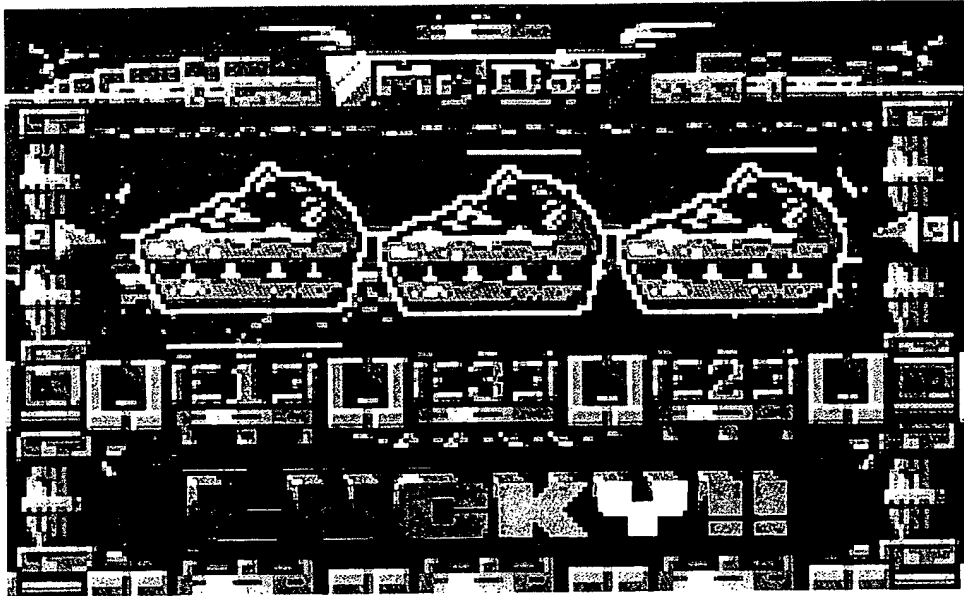


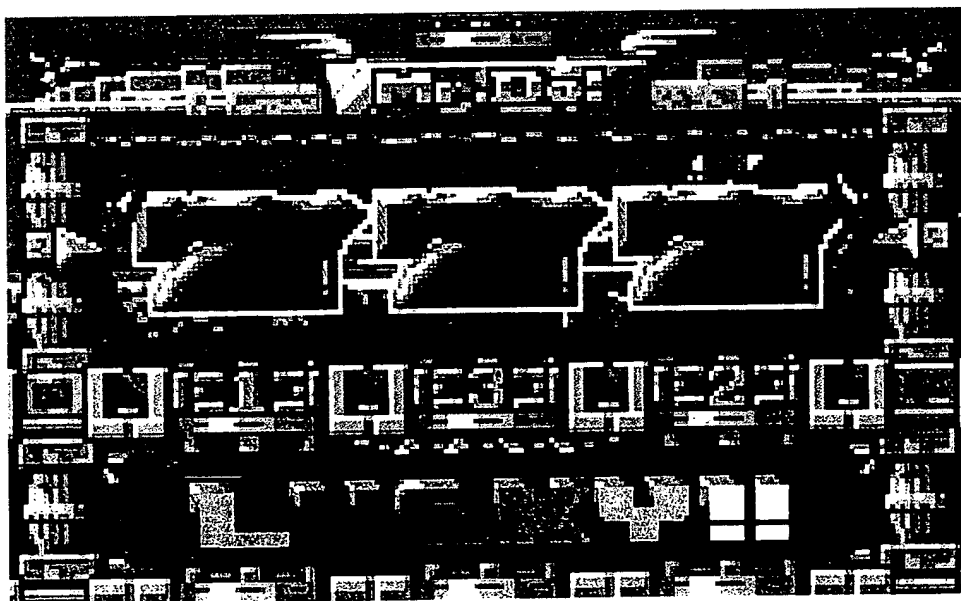
FIG. 102



FIG. 103



FIG. 104



664021-22895460

FIG. 105

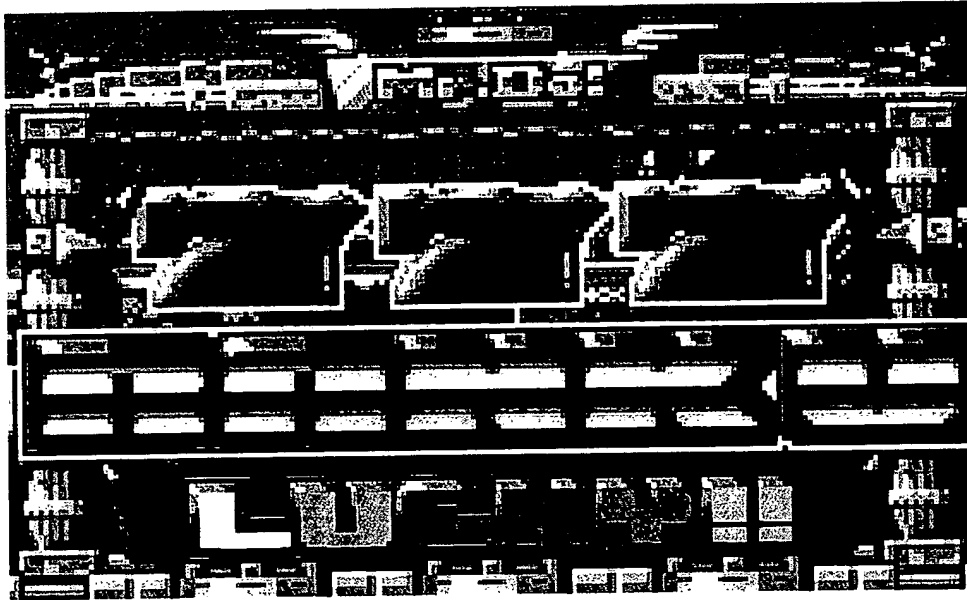


FIG. 106

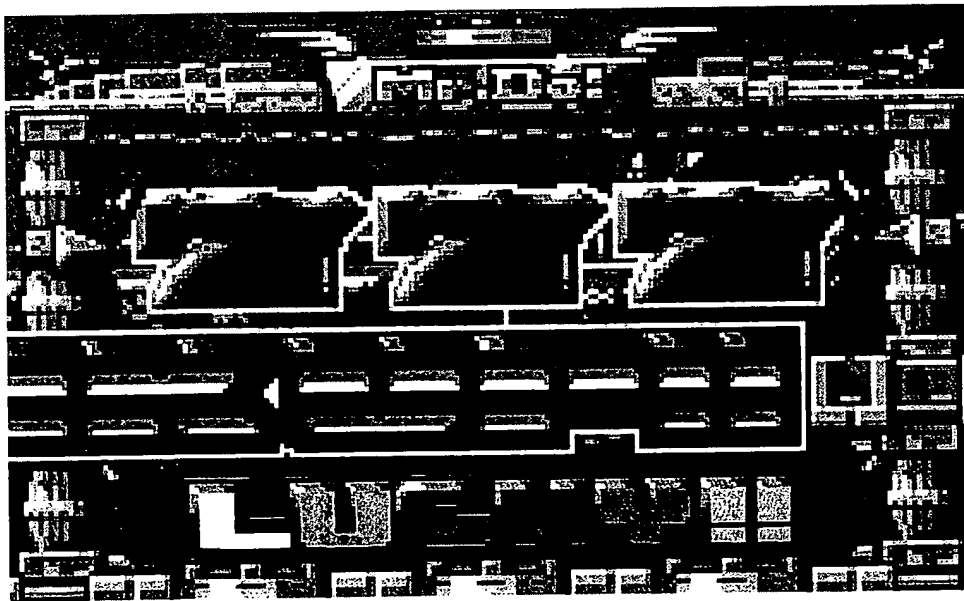


FIG. 107

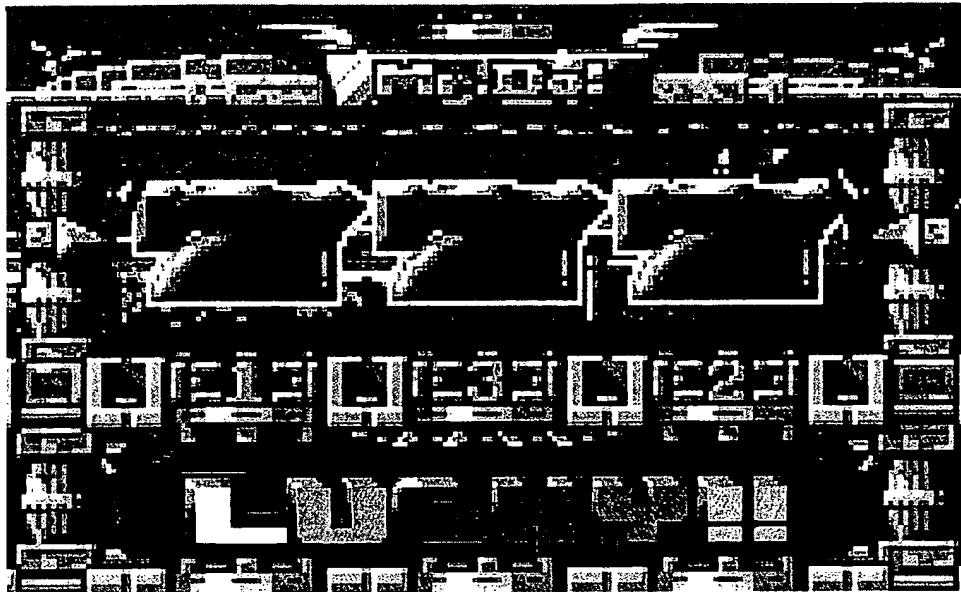
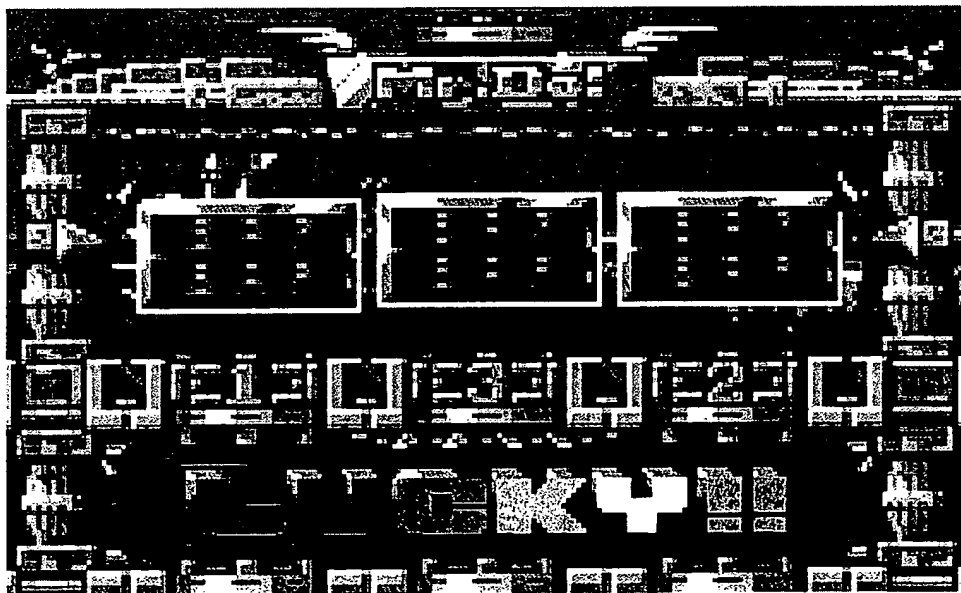


FIG. 108



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FIG. 109

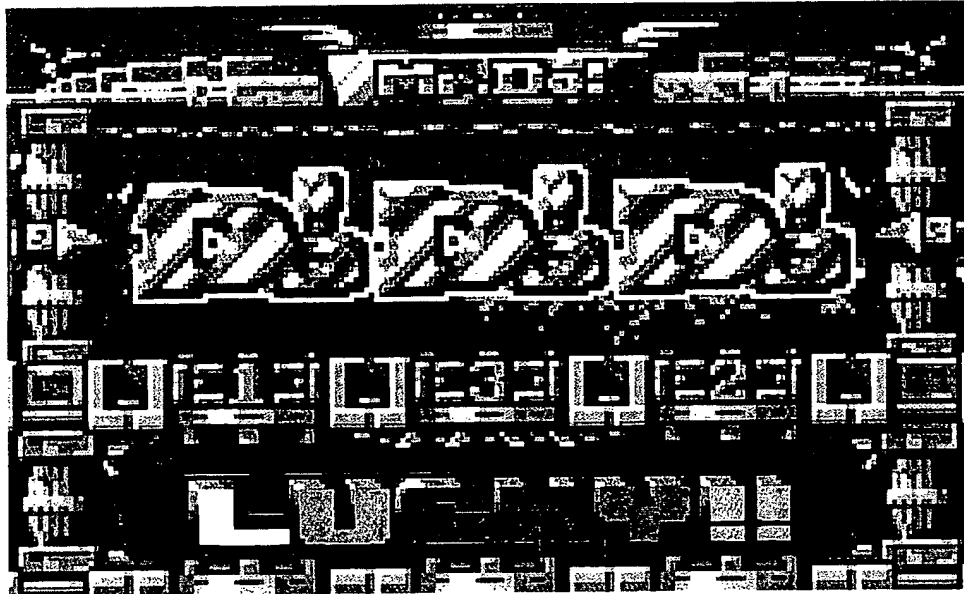
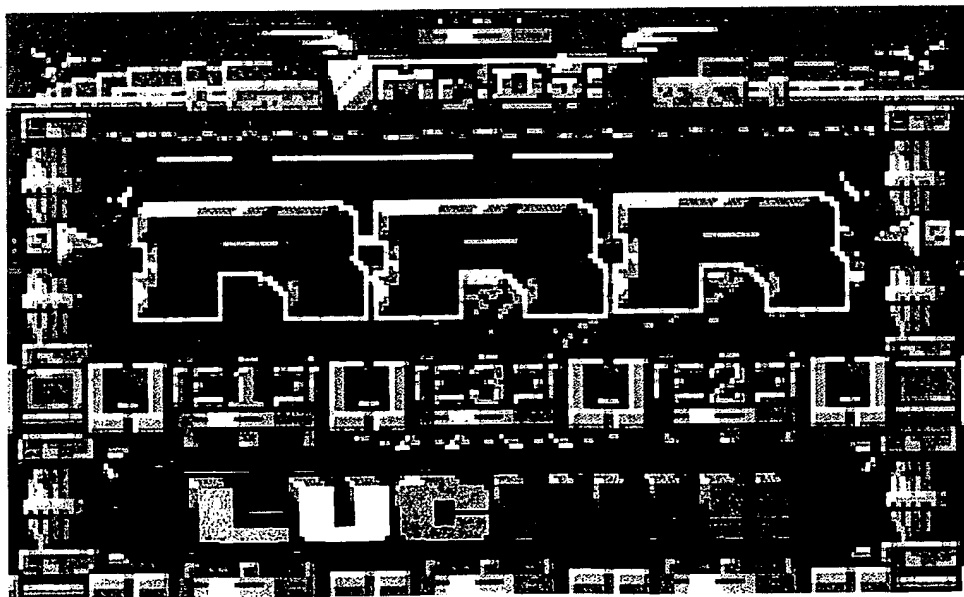


FIG. 110



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FIG. 111

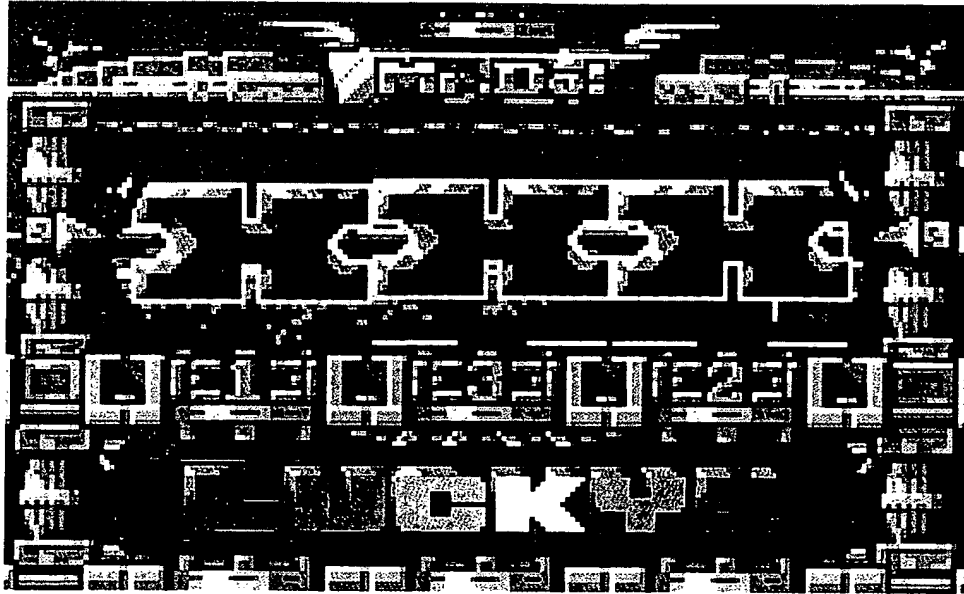


FIG. 112



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FIG. 113

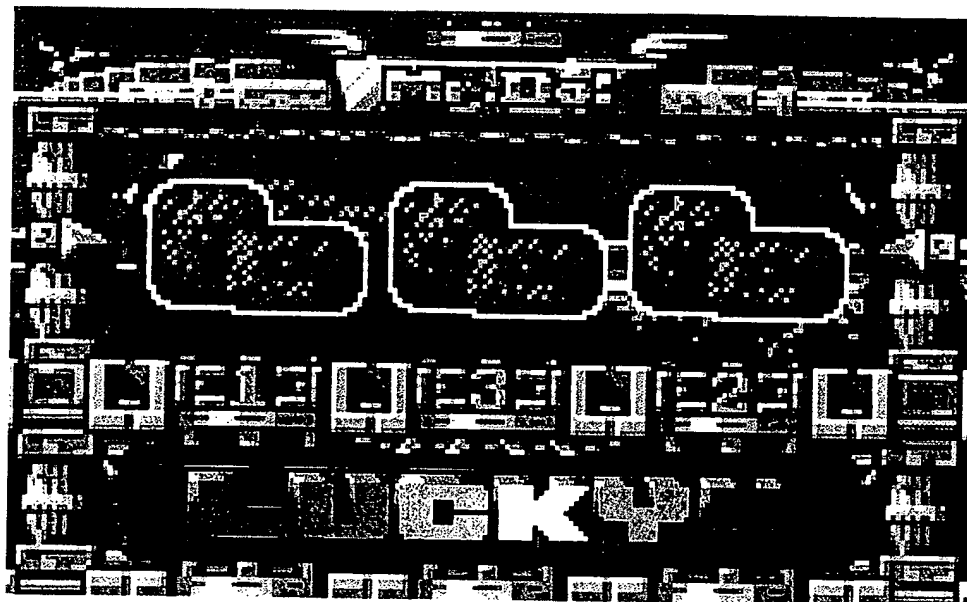
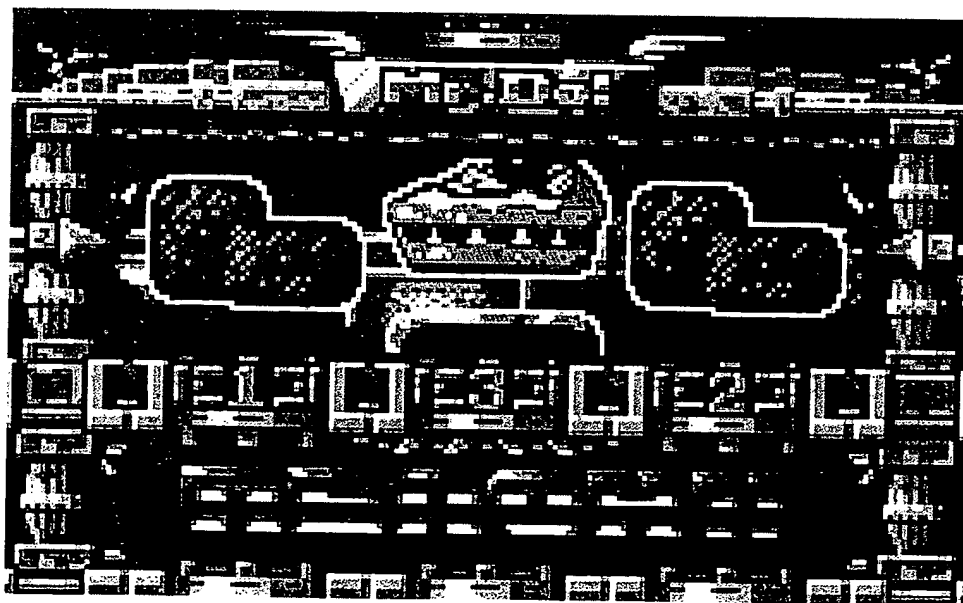


FIG. 114



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FIG. 115



FIG. 116

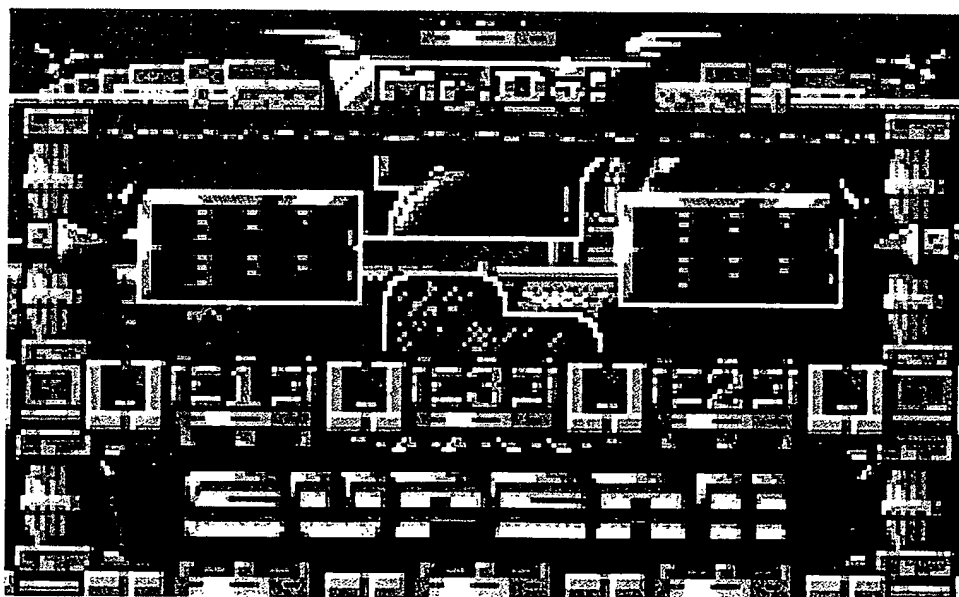


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FIG. 117

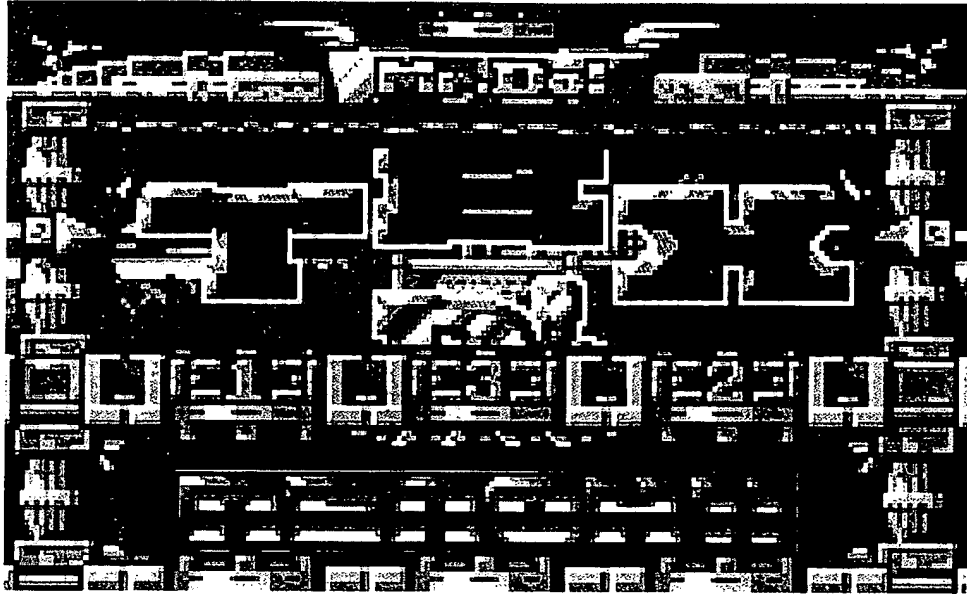


FIG. 118

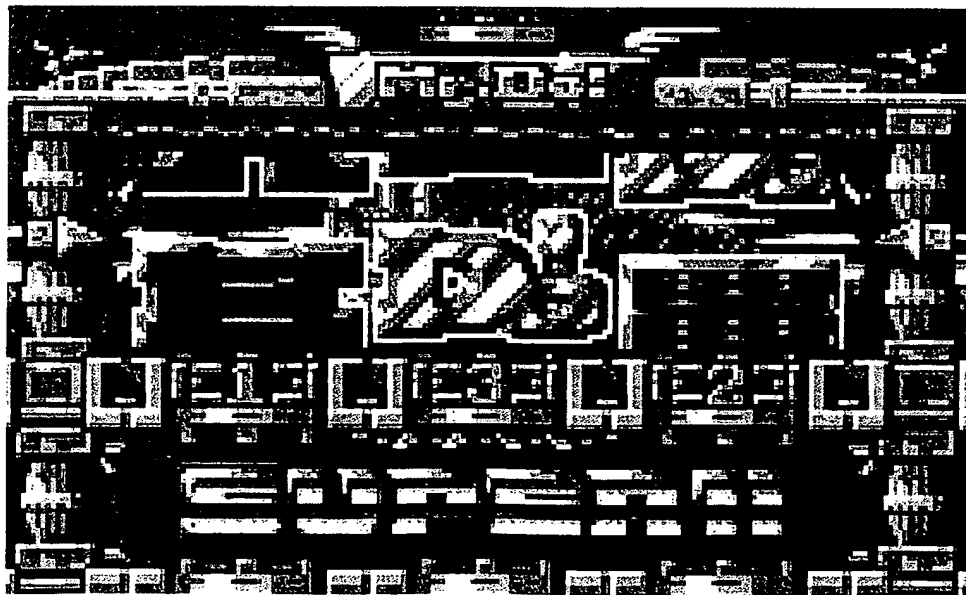


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F I G. 119



F I G. 120



66202T" E0895469

FIG. 121



FIG. 122



66202T" E895460

FIG. 123



FIG. 124

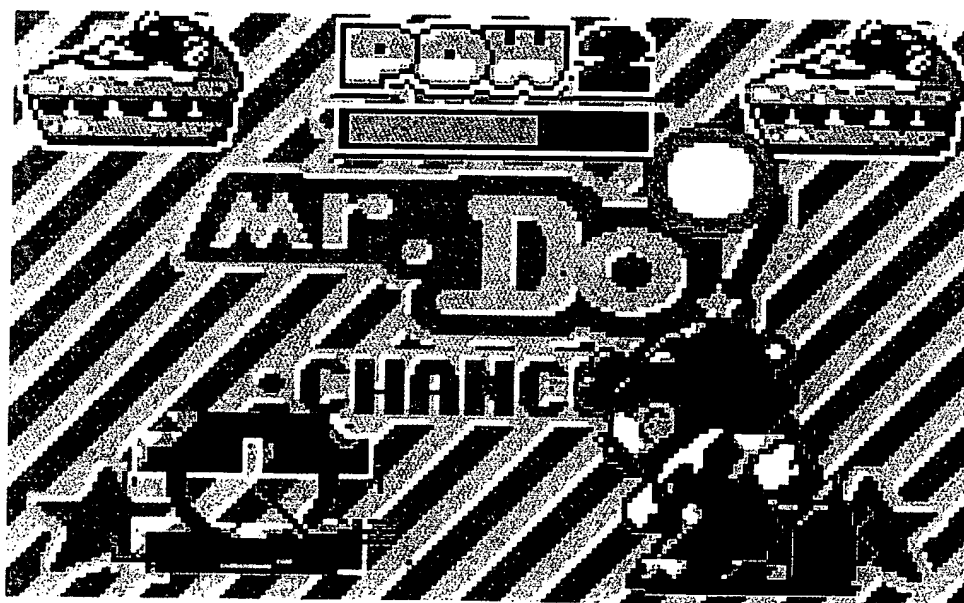




FIG. 125



FIG. 126



09456833-120799

FIG. 127



FIG. 128



09456833 120799

FIG. 129

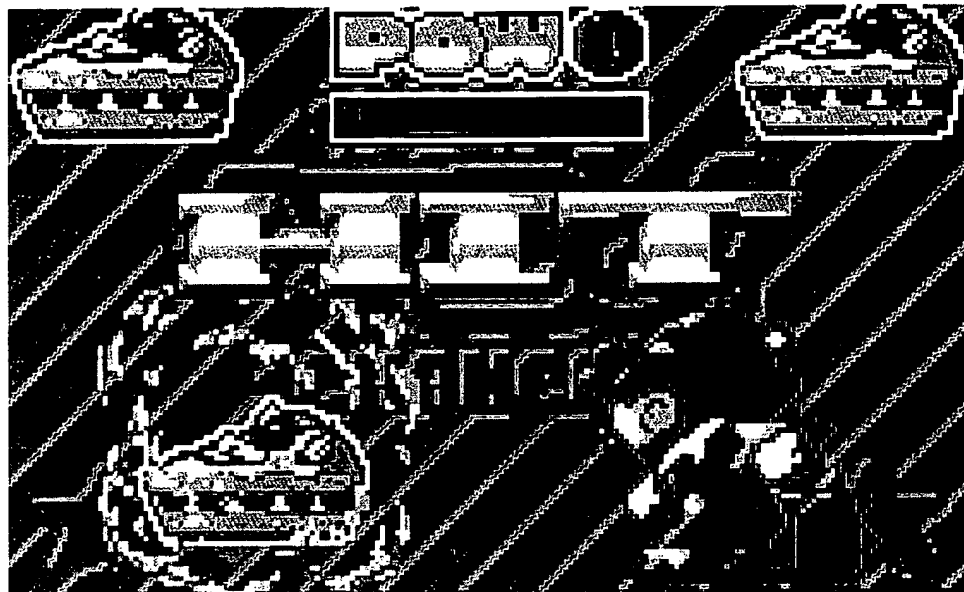


FIG. 130



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FIG. 131



FIG. 132



FIG. 133

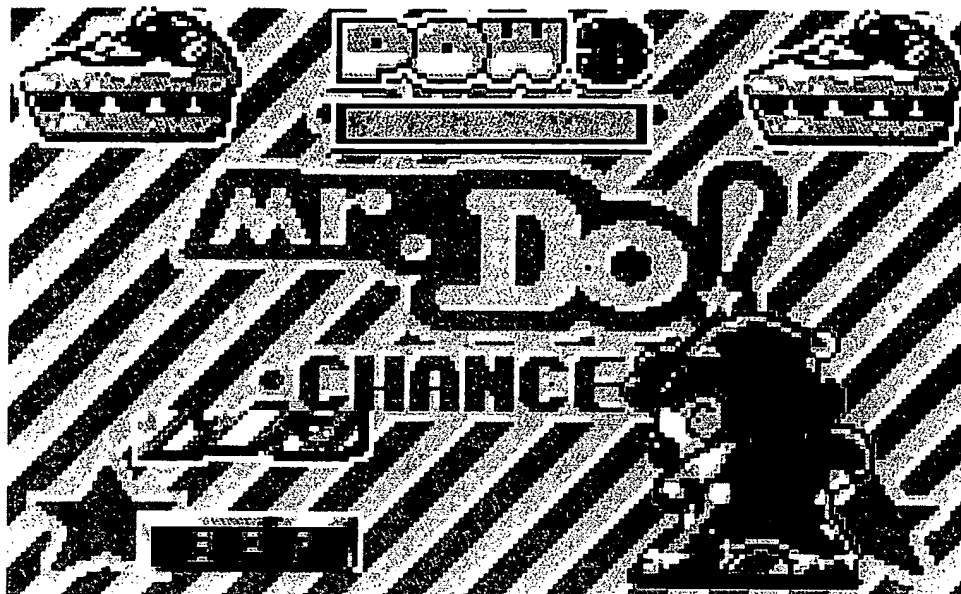
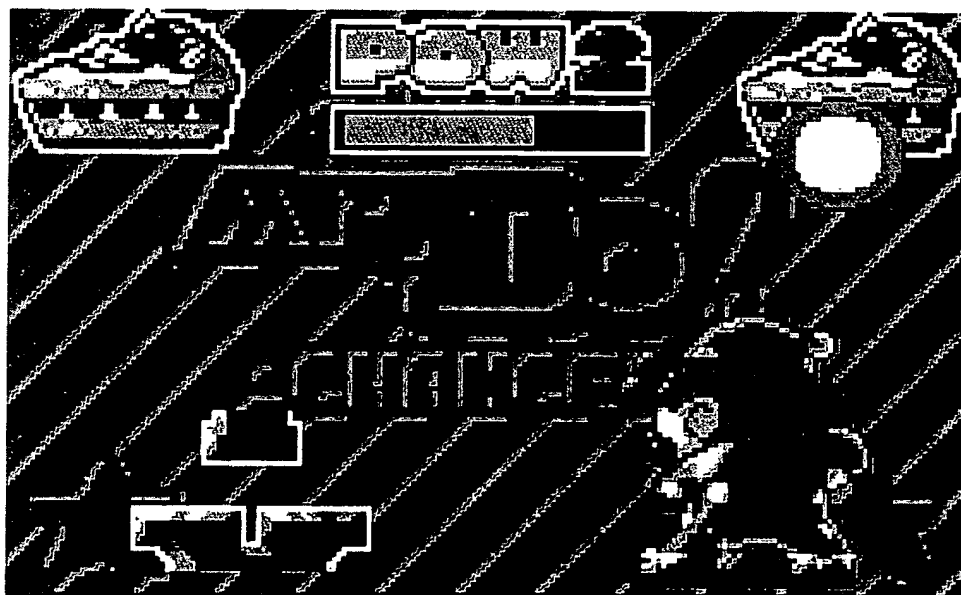


FIG. 134

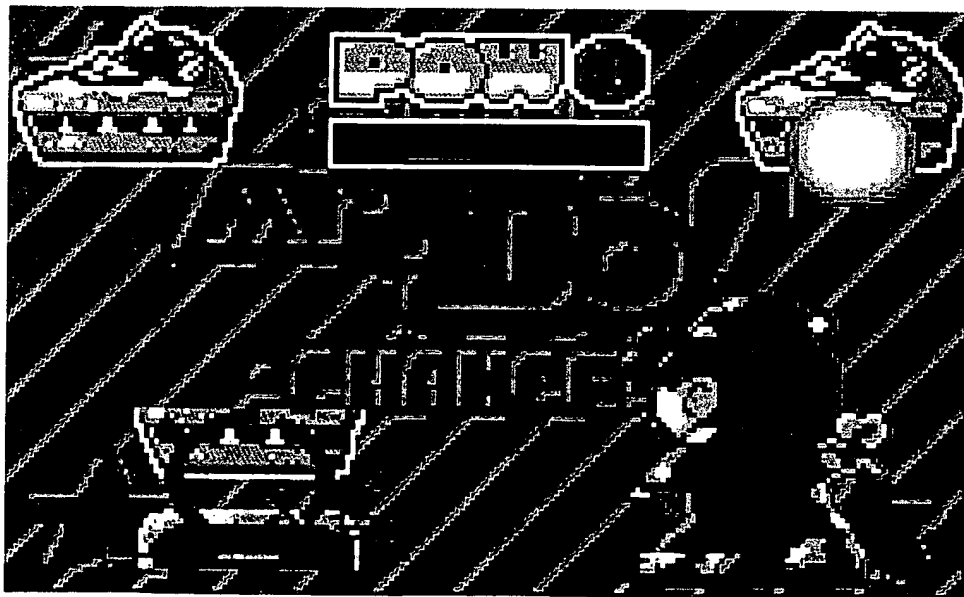


0945633 120799

FIG. 135



FIG. 136



09456833 120799

FIG. 137

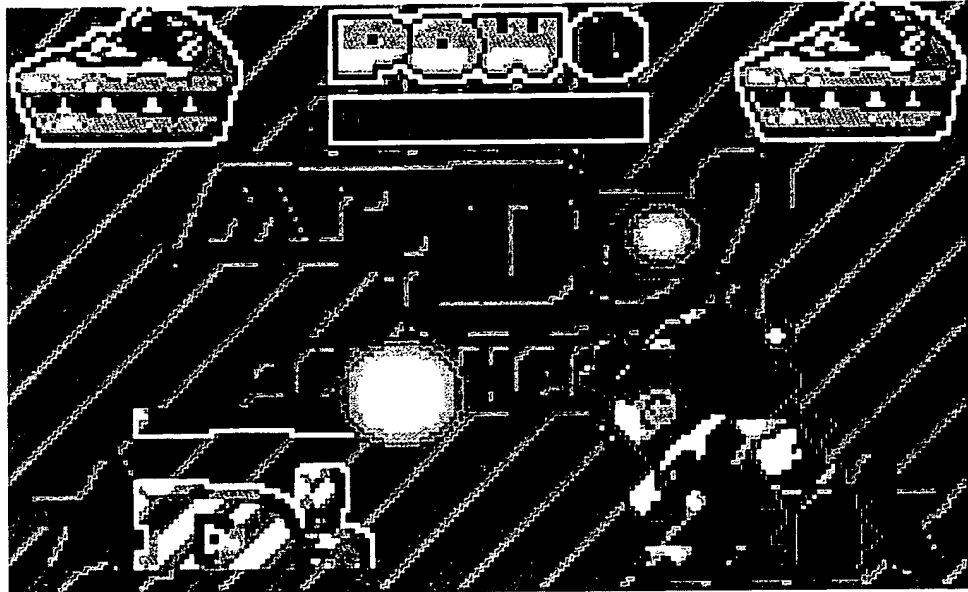


FIG. 138

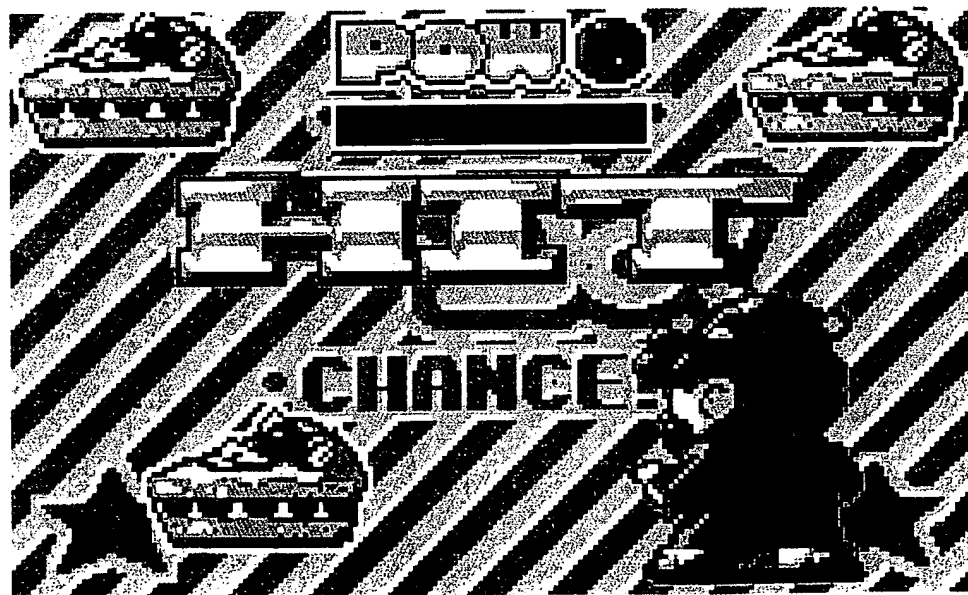
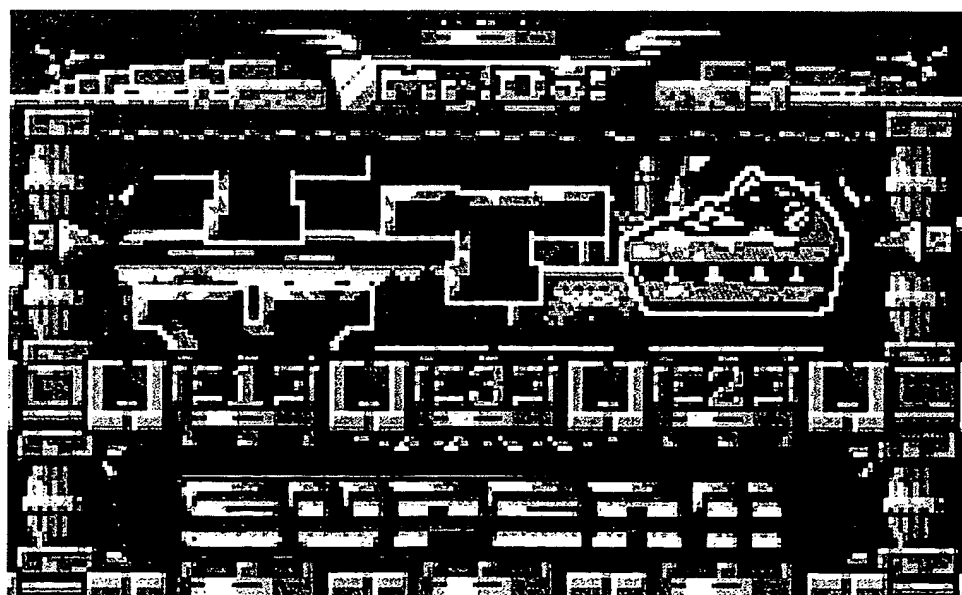


FIG. 139



FIG. 140



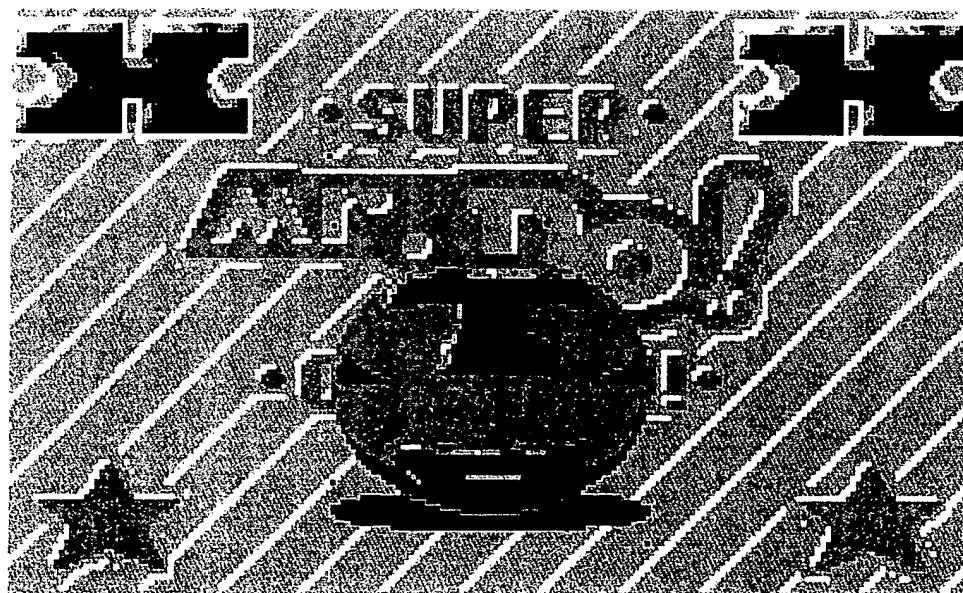
09456833-120799



FIG. 141



FIG. 142



09456833-120799

FIG. 143

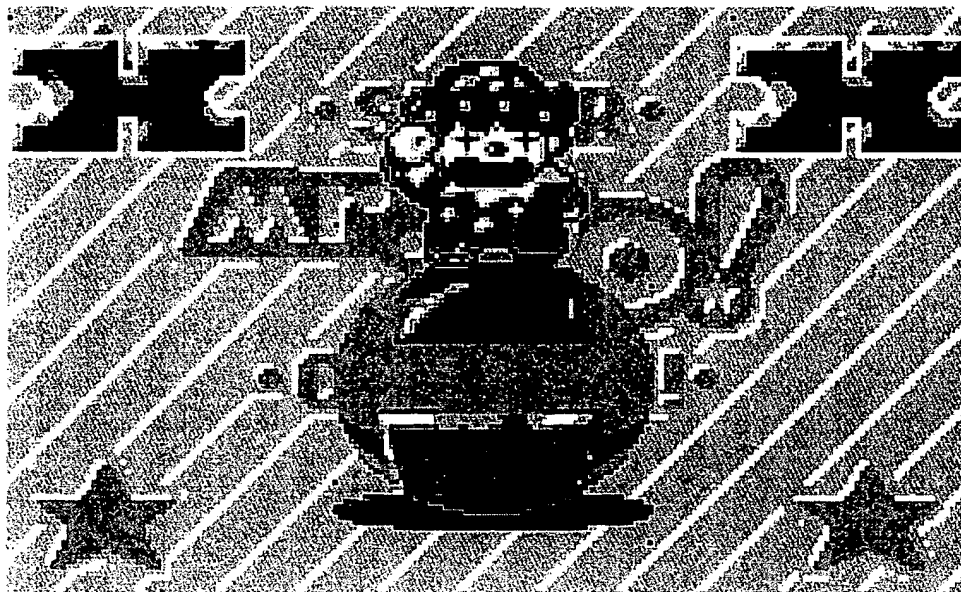


FIG. 144



00456833-120759

FIG. 145

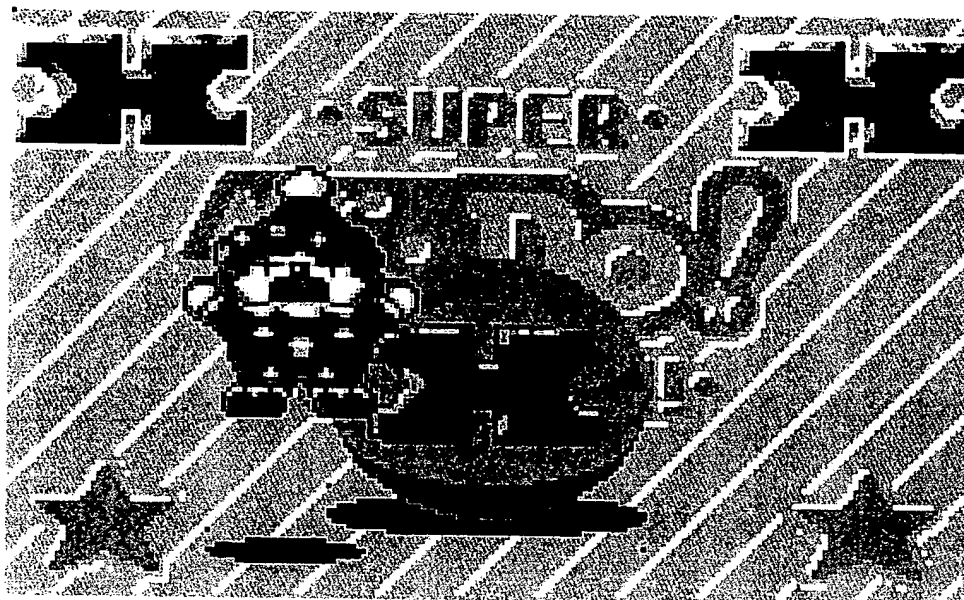
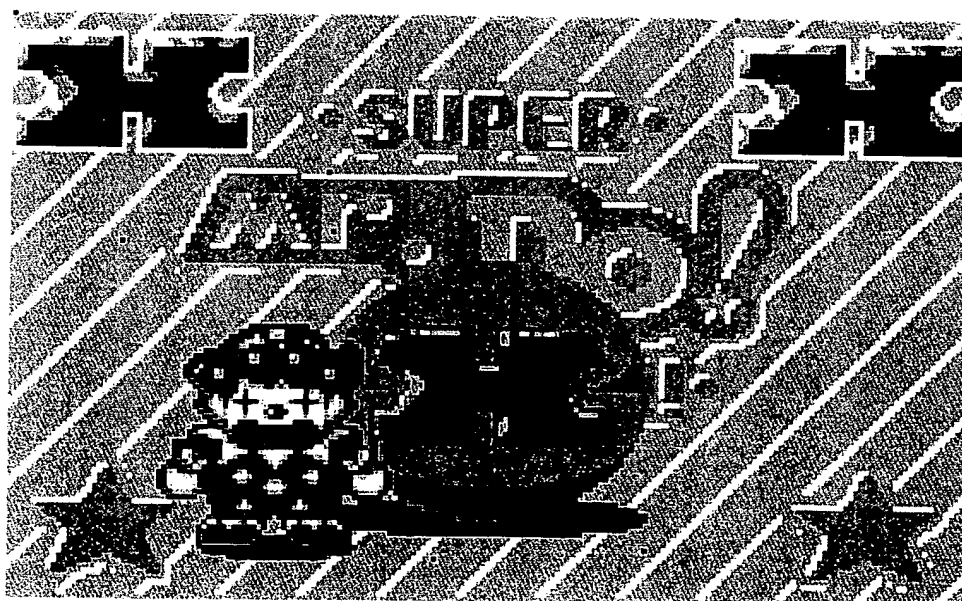


FIG. 146



00456833-120799

FIG. 147

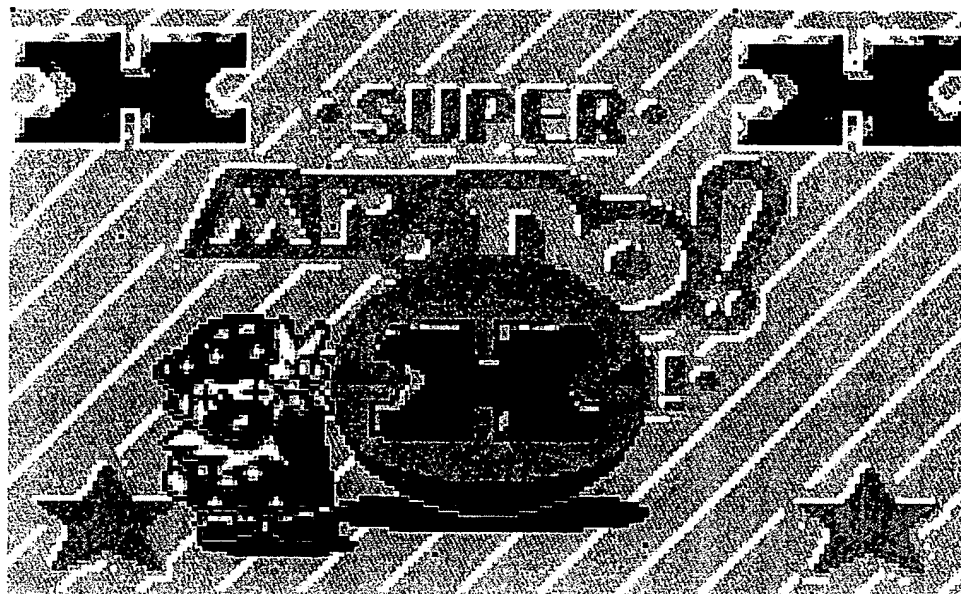
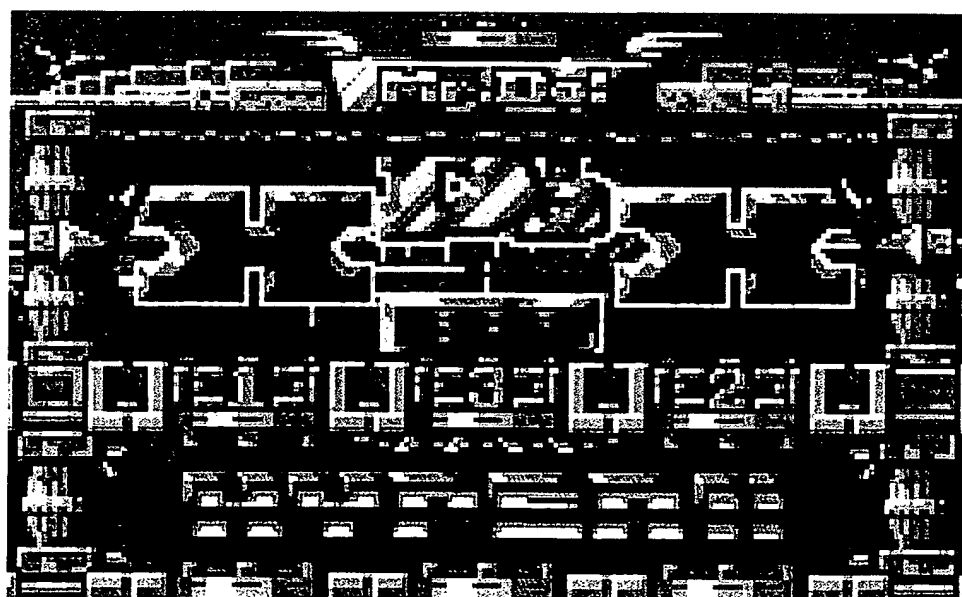


FIG. 148

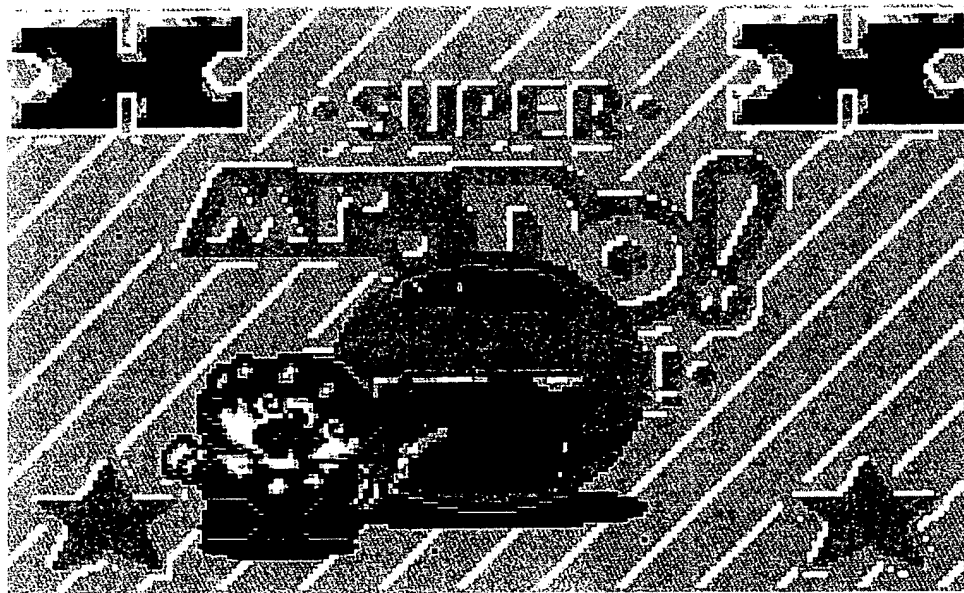


0045633-120799

FIG. 149



FIG. 150



09456833-120799

FIG. 151

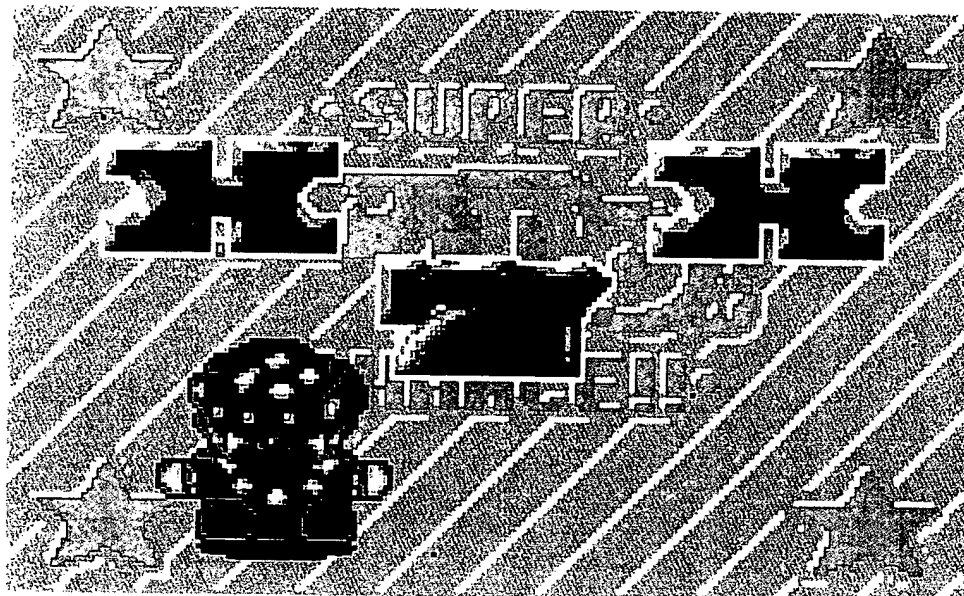


FIG. 152

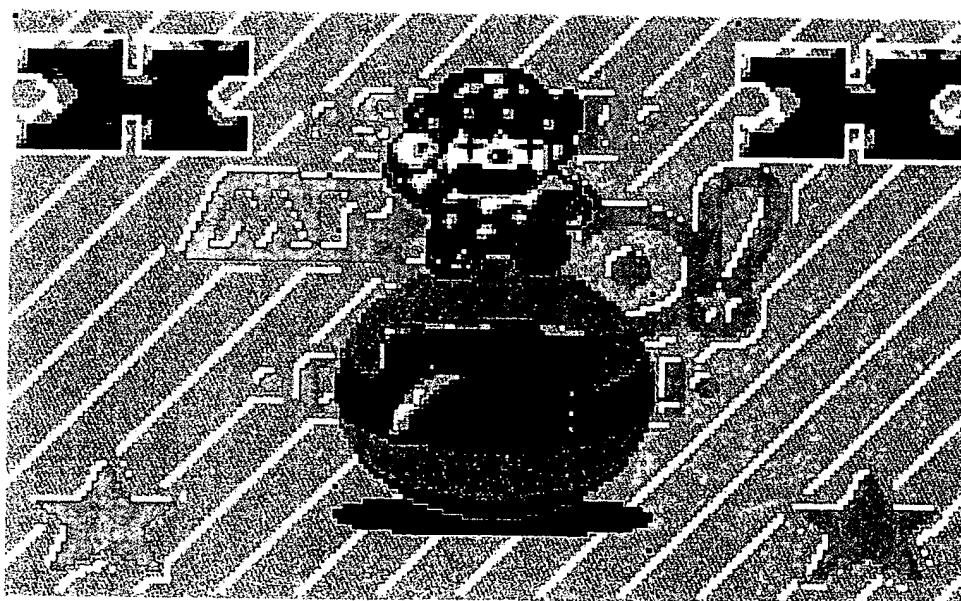




FIG. 153

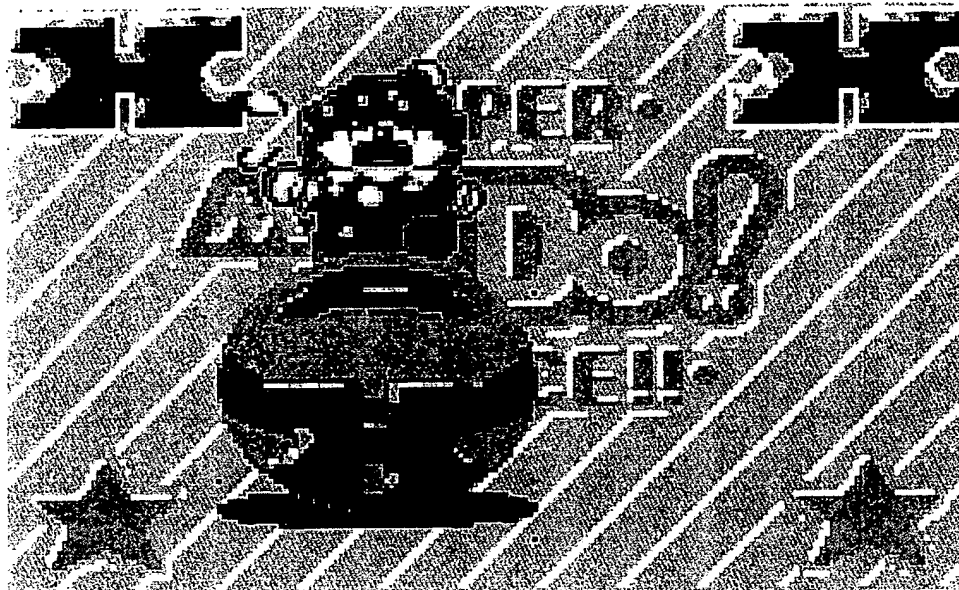
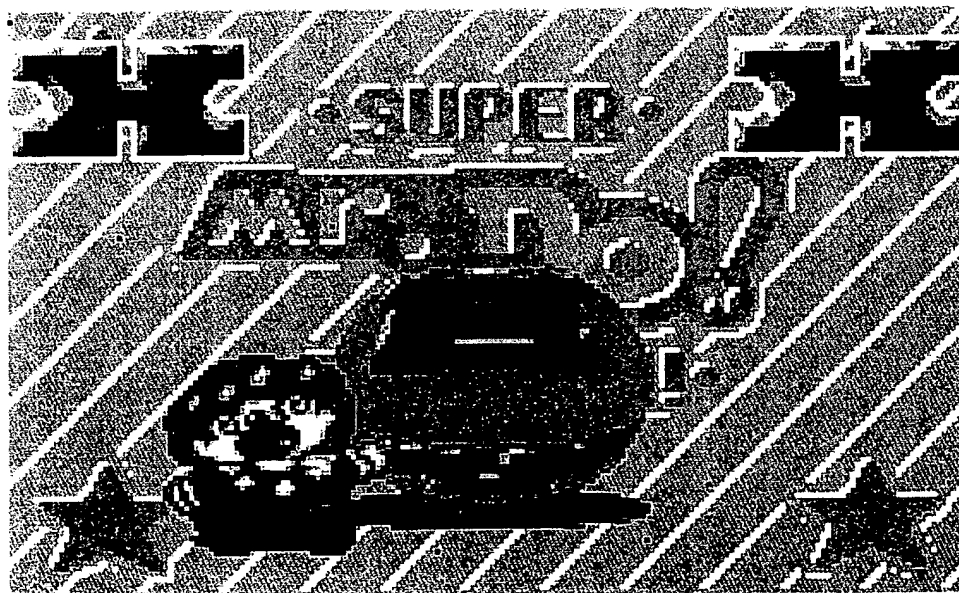


FIG. 154



66402T" E2895460

FIG. 155

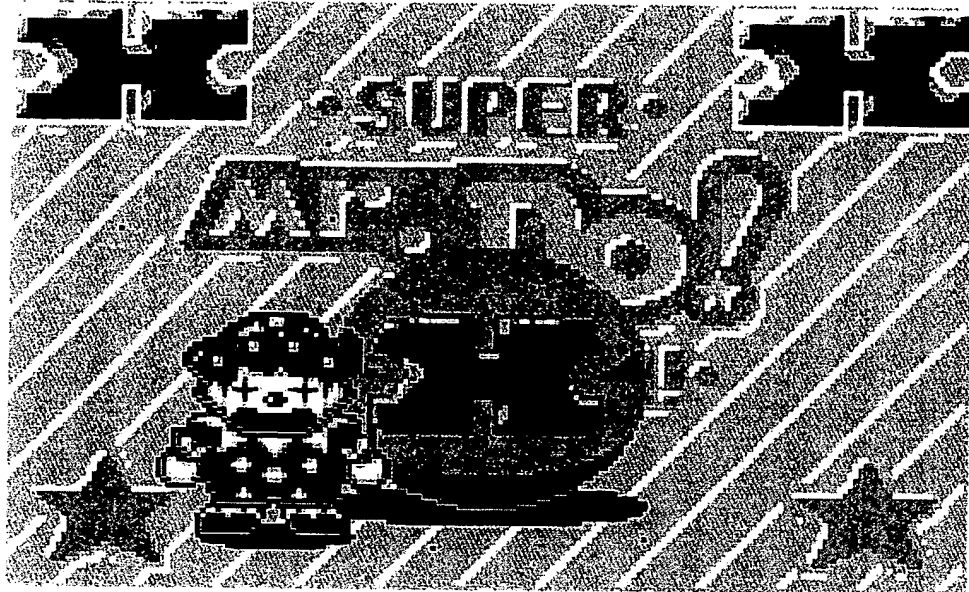


FIG. 156

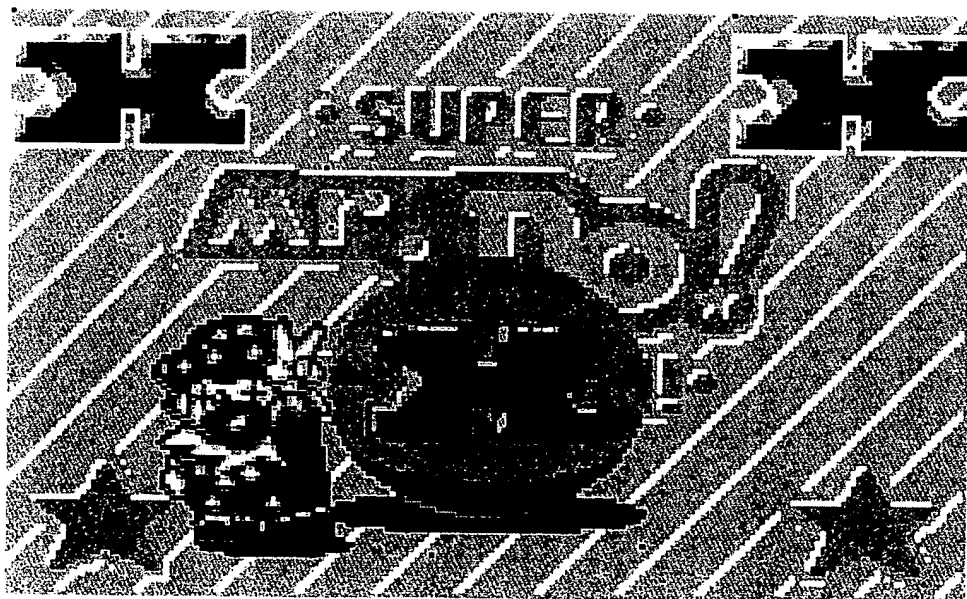




FIG. 157

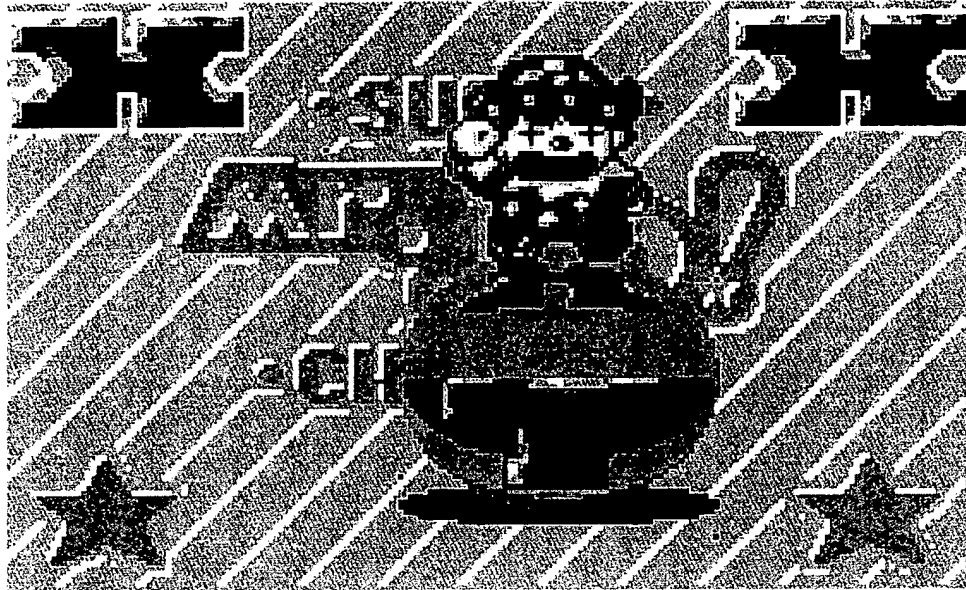


FIG. 158



09456833-120799

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FIG. 159



FIG. 160



FIG. 161

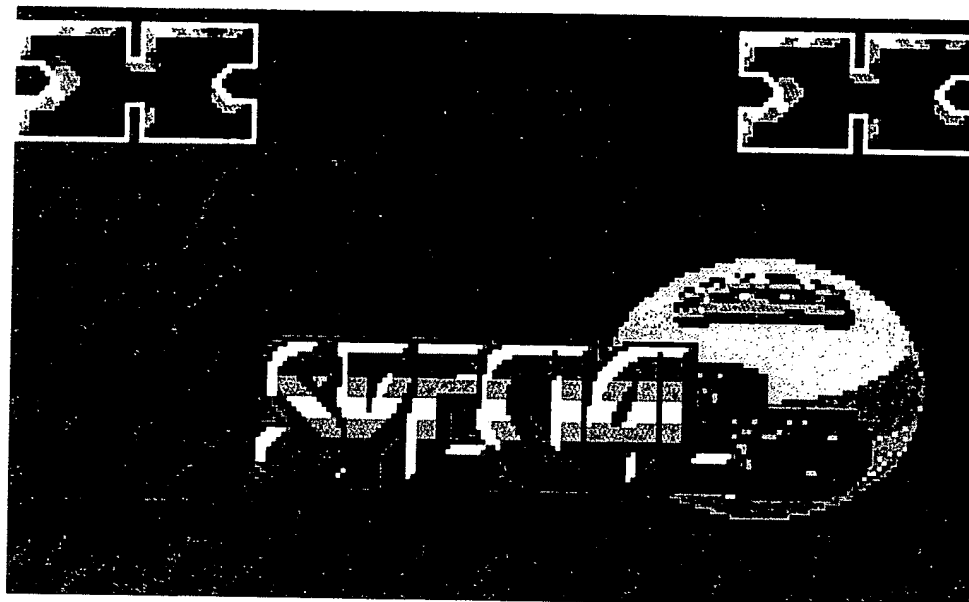
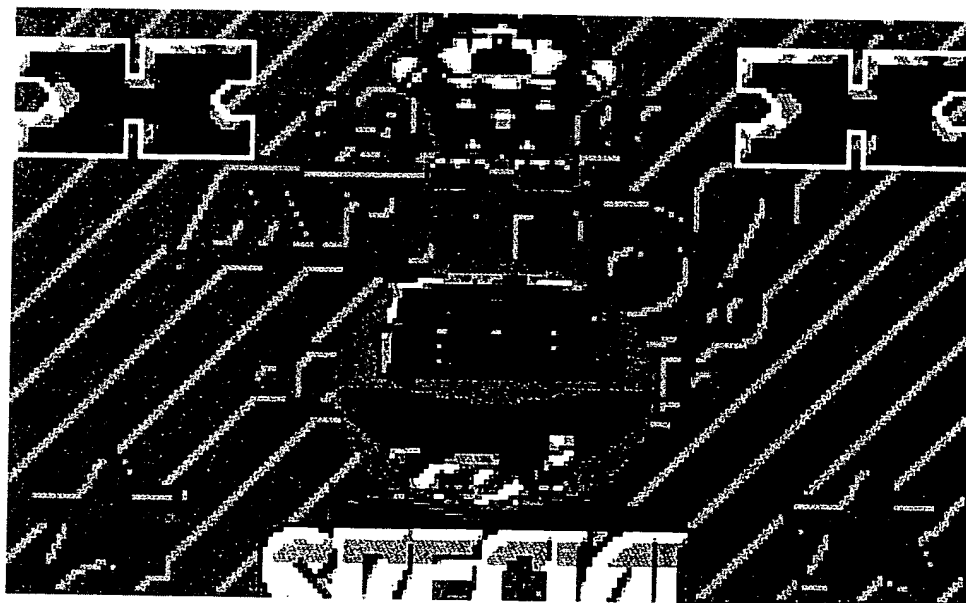


FIG. 162



09456833-120799

FIG. 163

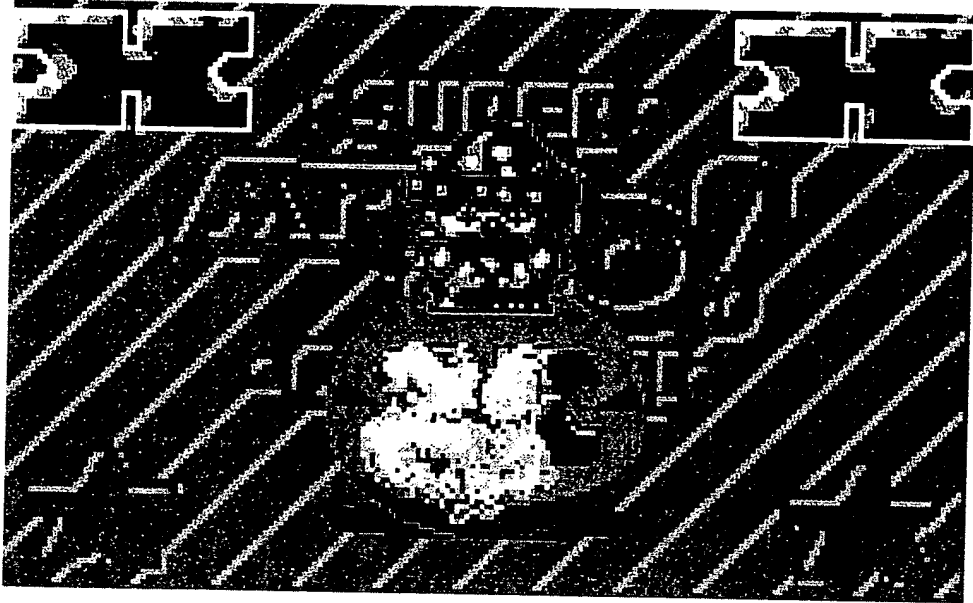
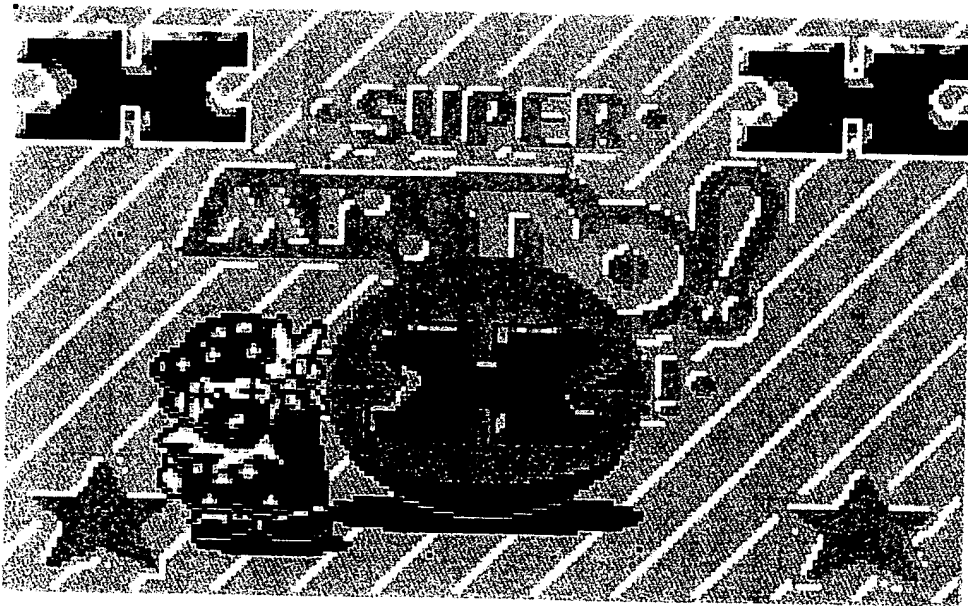


FIG. 164



66202T\*E0955160

FIG. 165

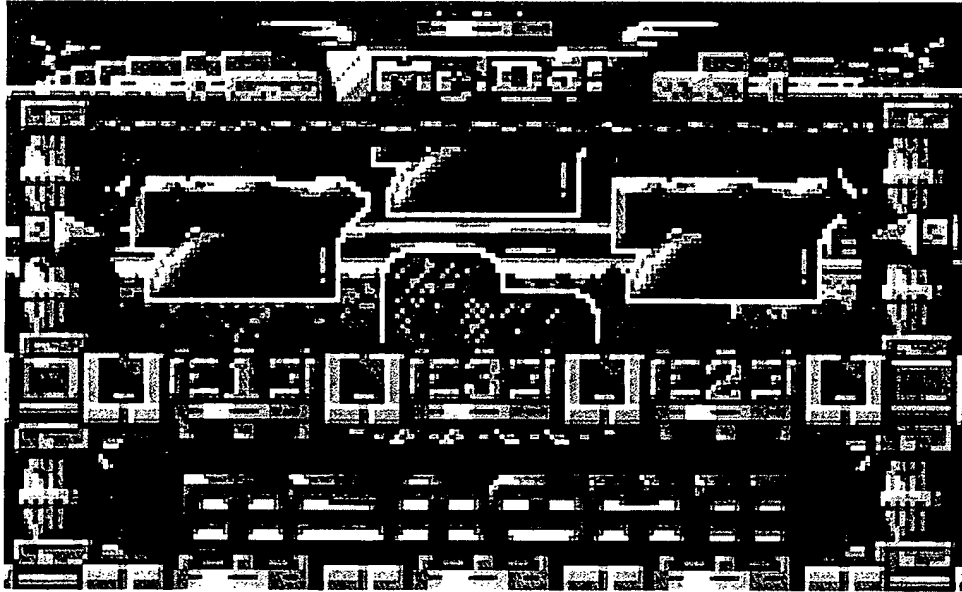
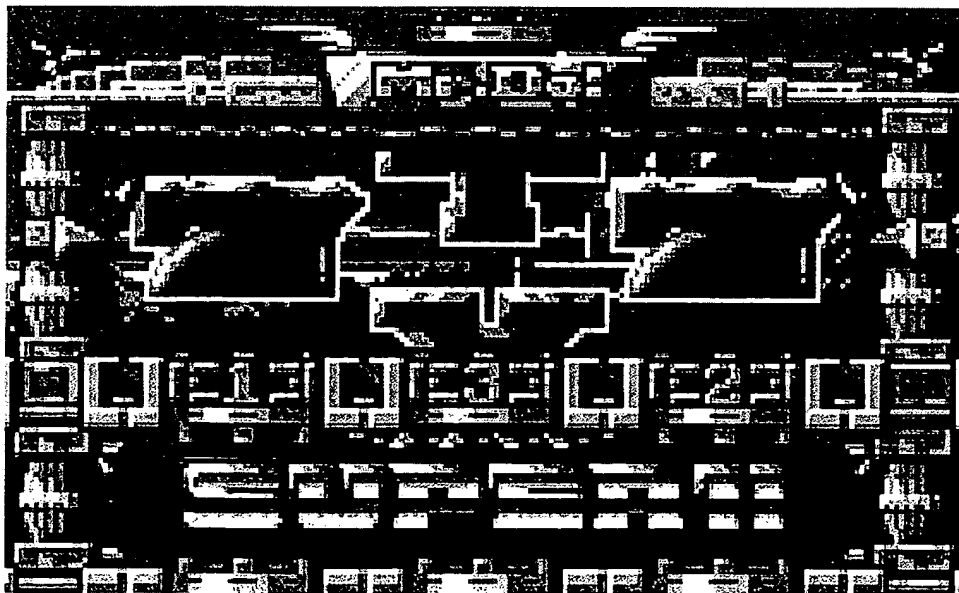


FIG. 166



09456833-120799

FIG. 167

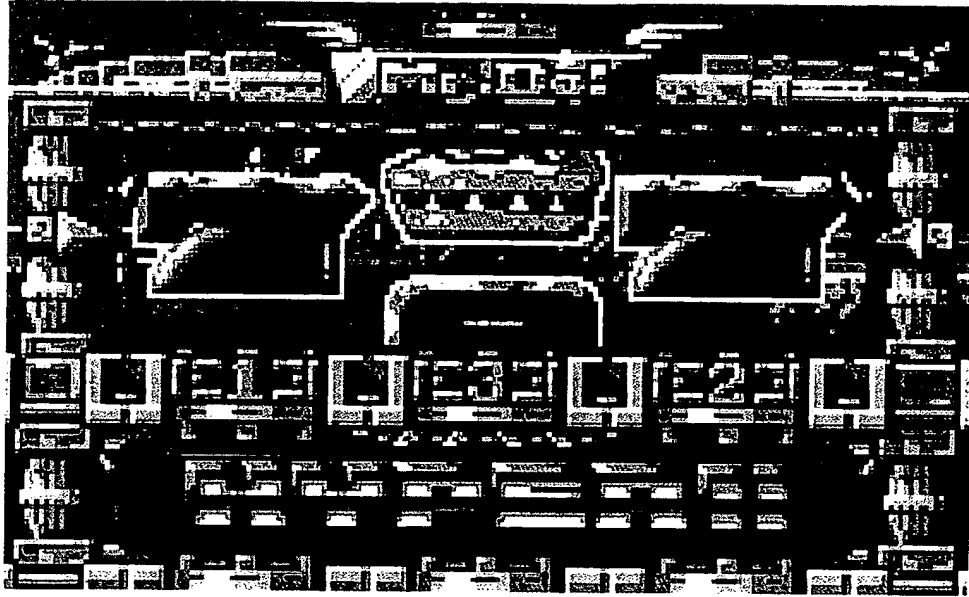


FIG. 168



004568460 E2895460

FIG. 169



FIG. 170



FIG. 171



FIG. 172



09456833-120799



FIG. 173



FIG. 174

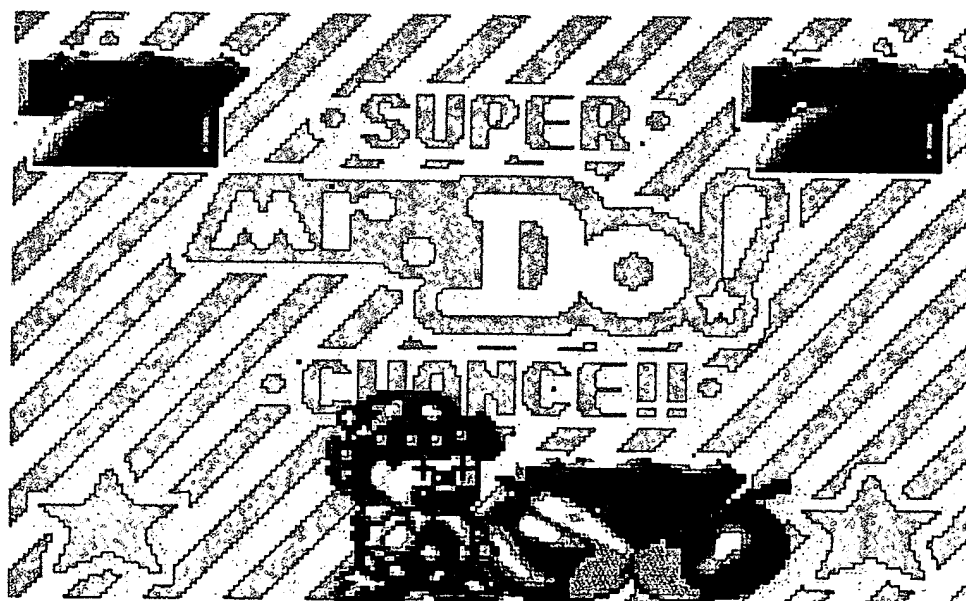
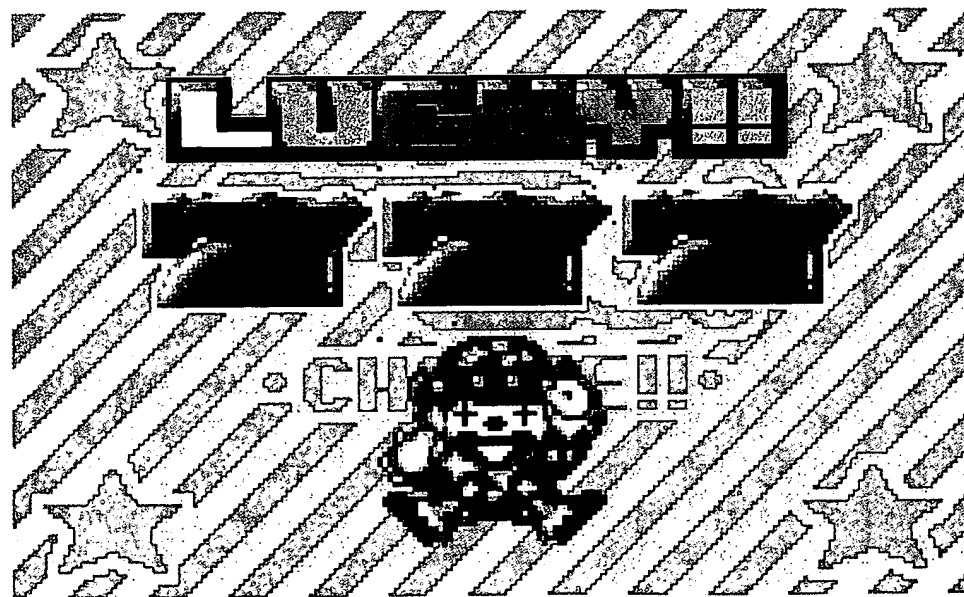


FIG. 175



FIG. 176



045633.120799

FIG. 177

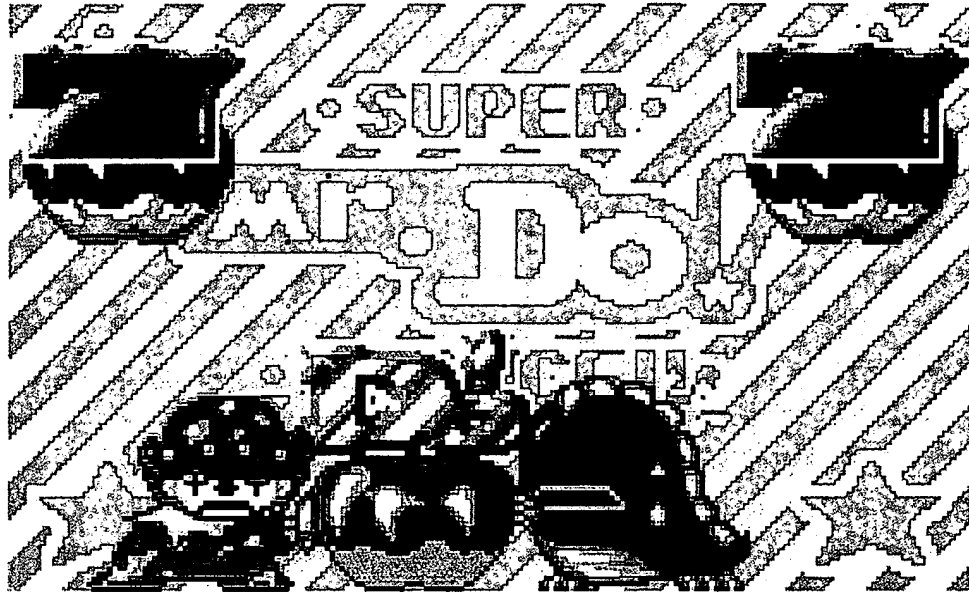


FIG. 178



FIG. 179

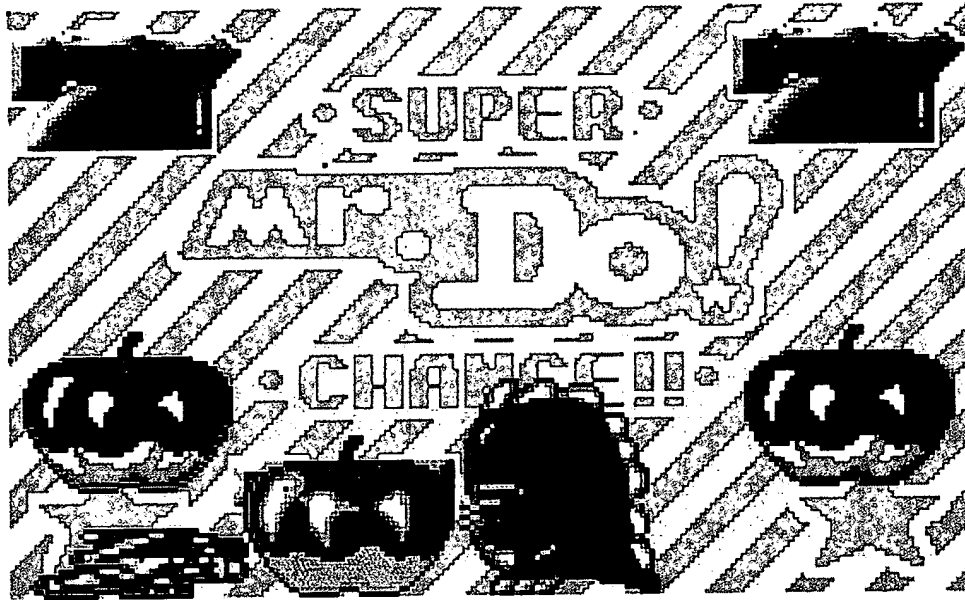


FIG. 180

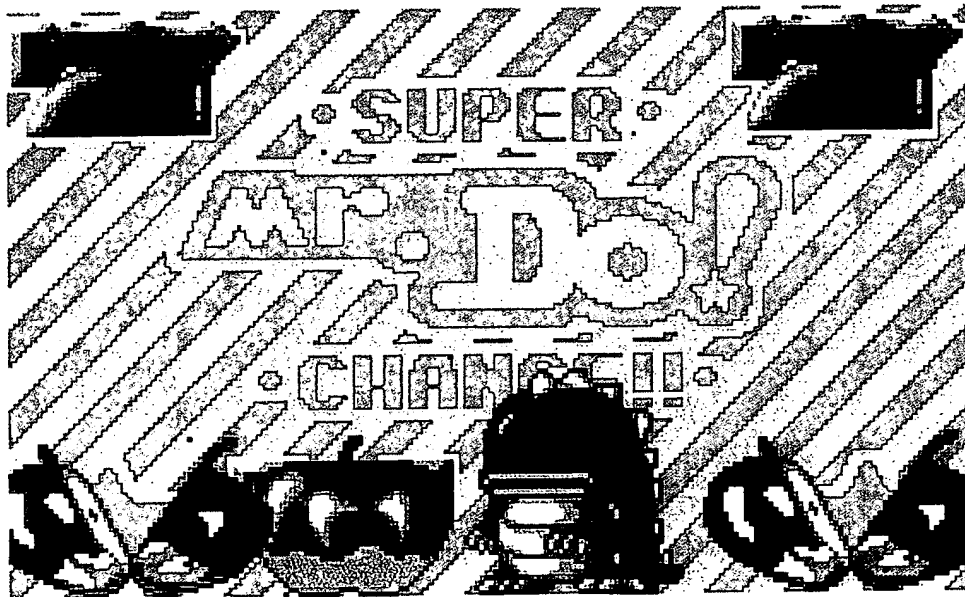


FIG. 181

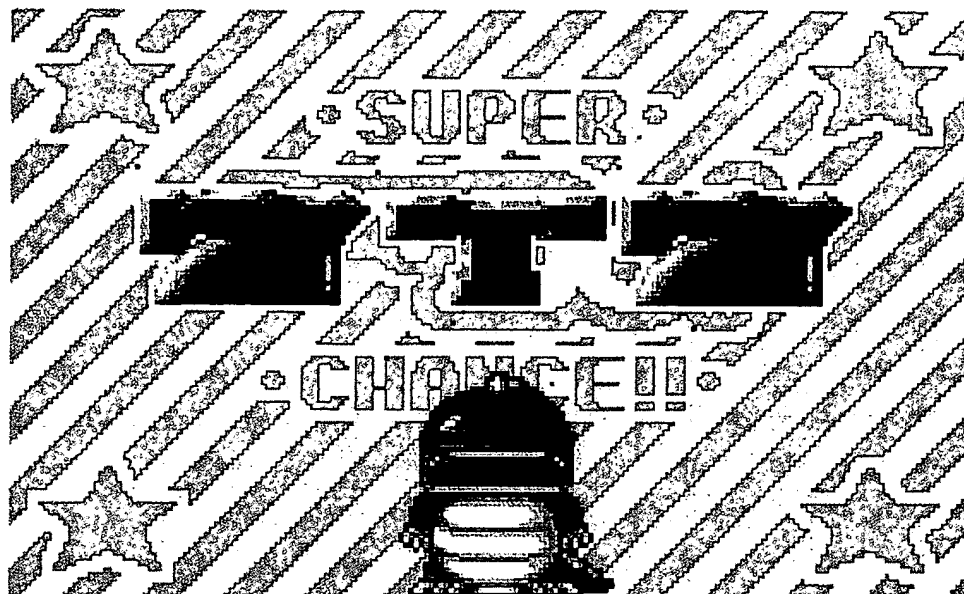


FIG. 182



FIG. 183



FIG. 184



0945633.120799

FIG. 185



FIG. 186

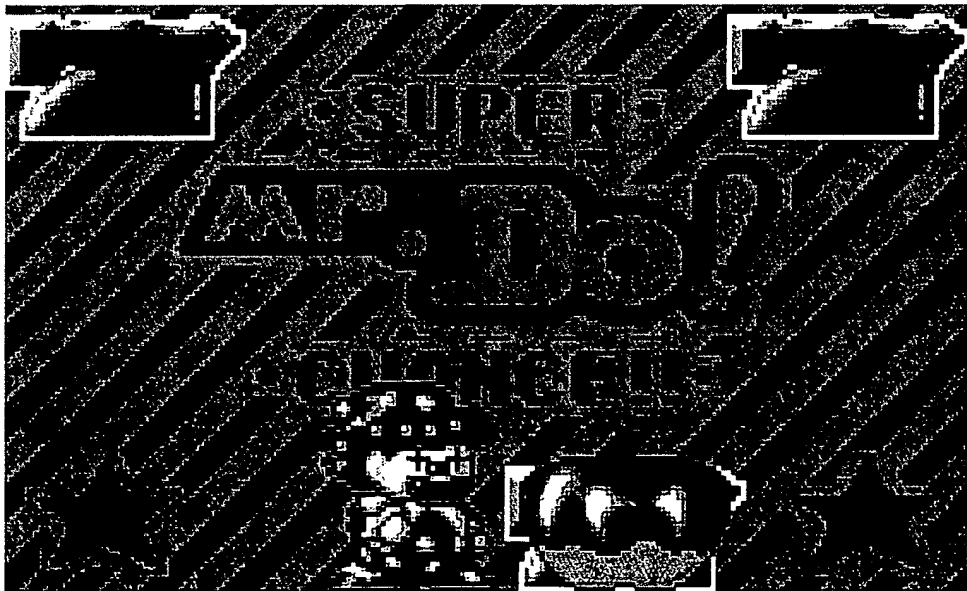


09456833-120799

FIG. 187



FIG. 188



09456833-120799



FIG. 189

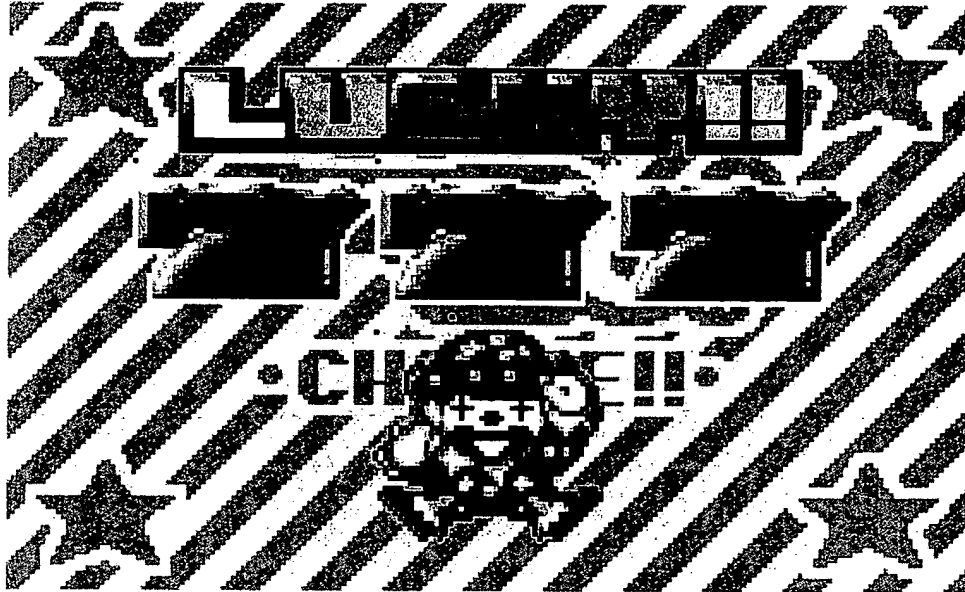


FIG. 190



FIG. 191



FIG. 192



09456833-120799

FIG. 193

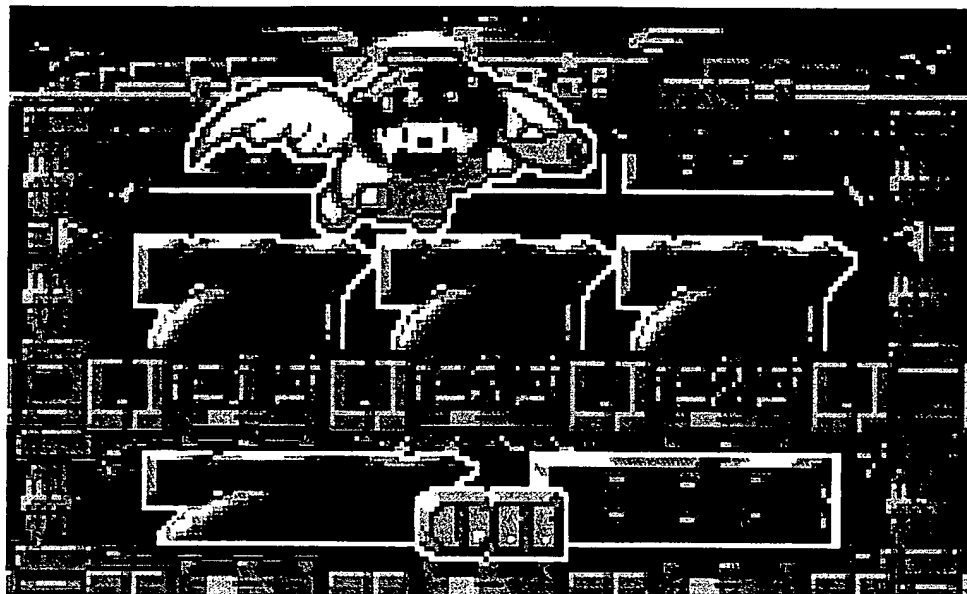


FIG. 194



66/027" E E 9 9 5 4 6 0

FIG. 195

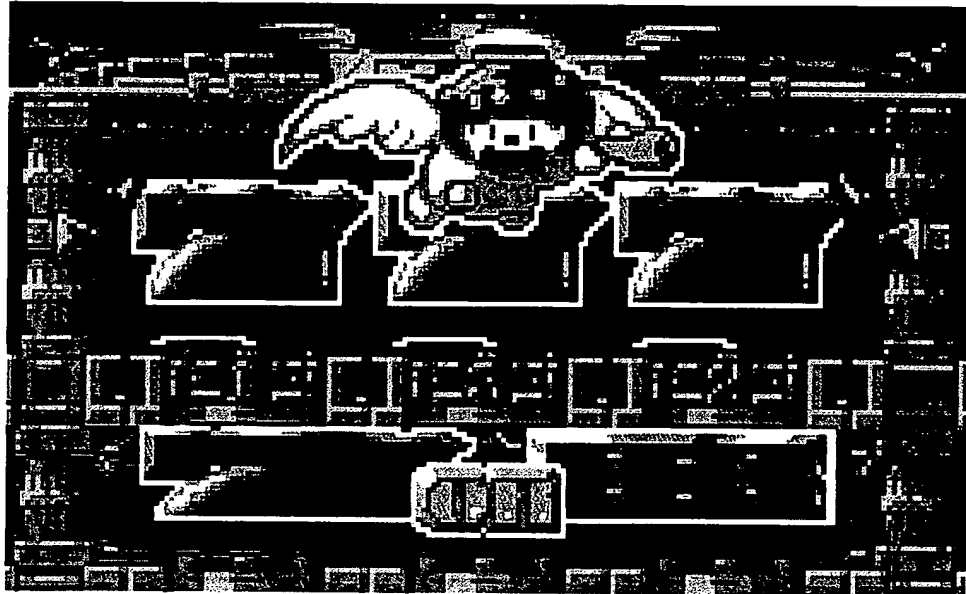


FIG. 196

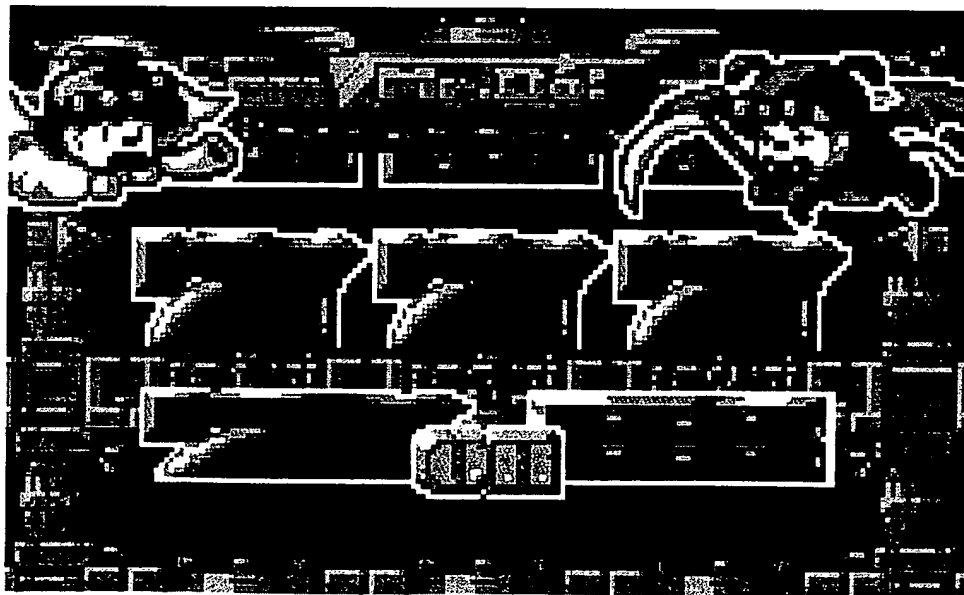


FIG. 197

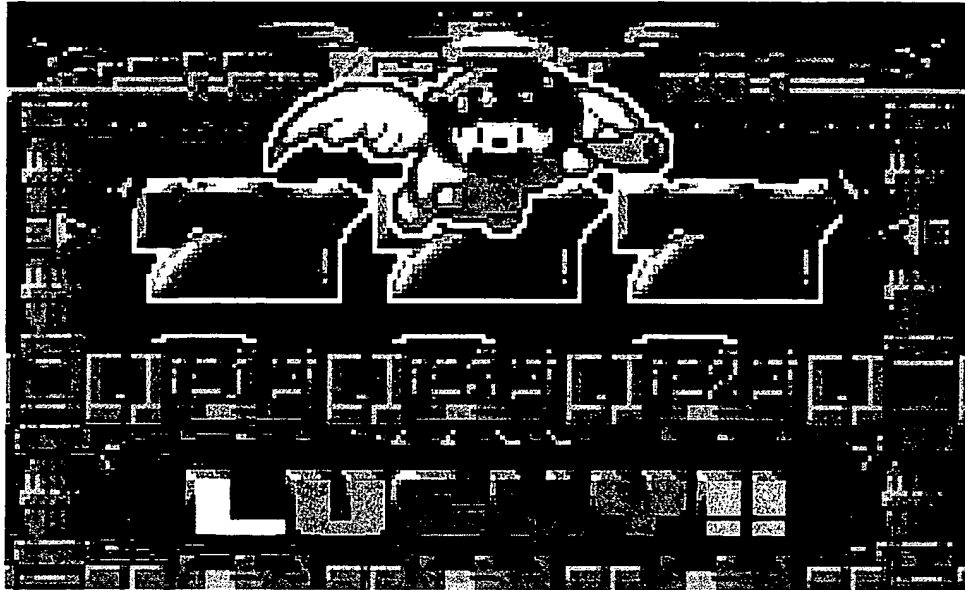
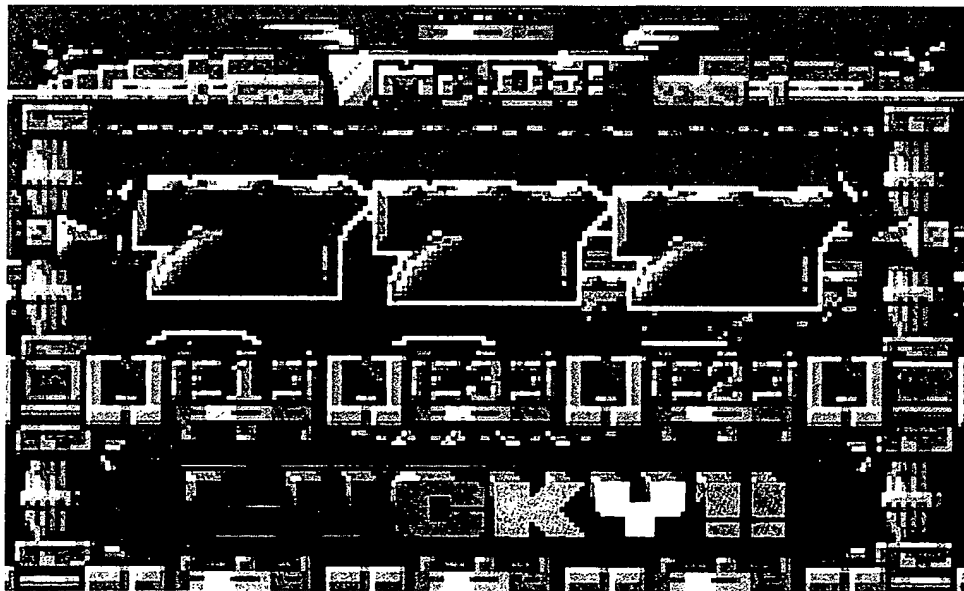


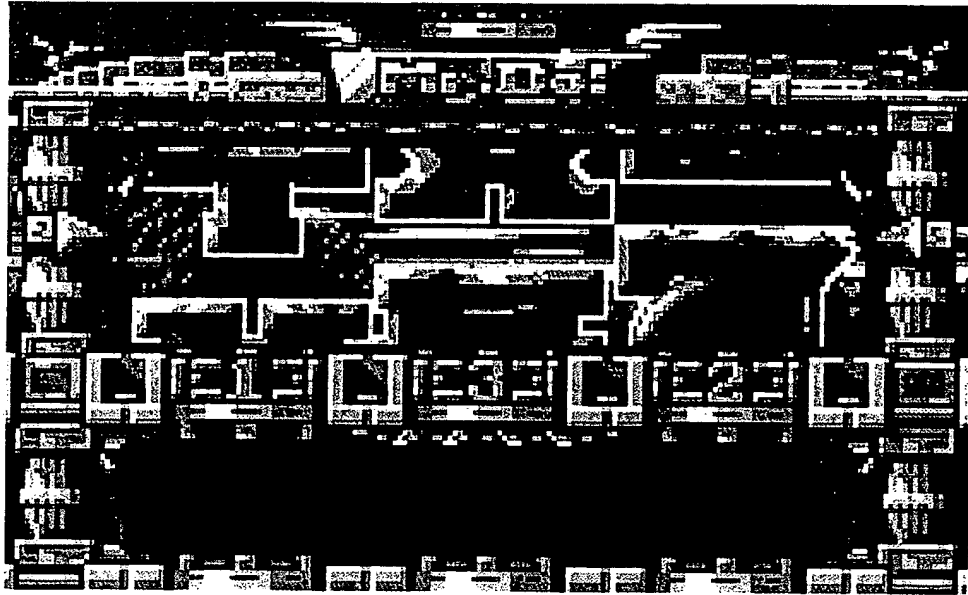
FIG. 198



66402T" EE895460

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F I G. 199



F I G. 200



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FIG. 201

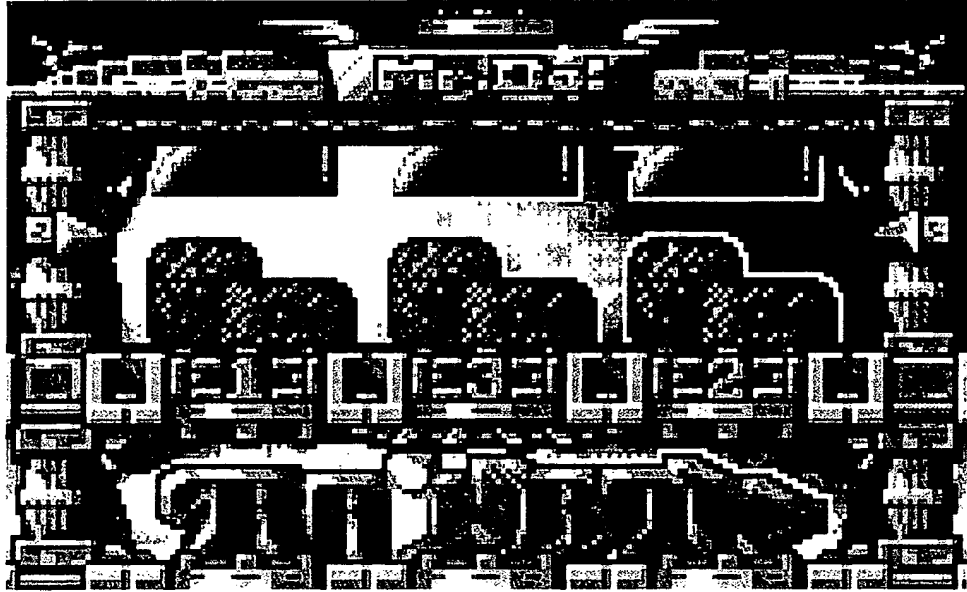
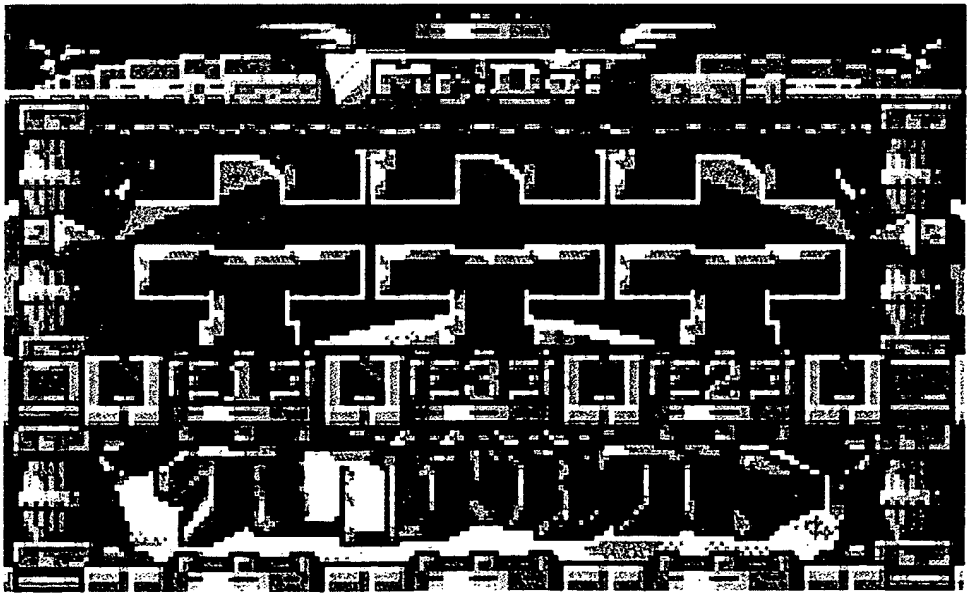


FIG. 202



09456833-120799

F I G. 203



F I G. 204



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FIG. 205



FIG. 206

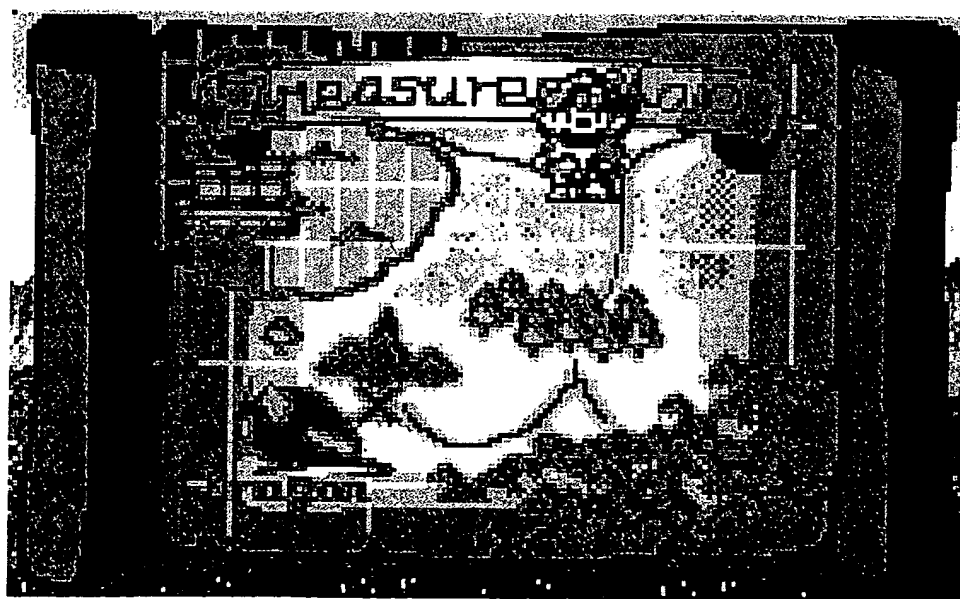


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FIG. 207



FIG. 208



F I G. 209



F I G. 210

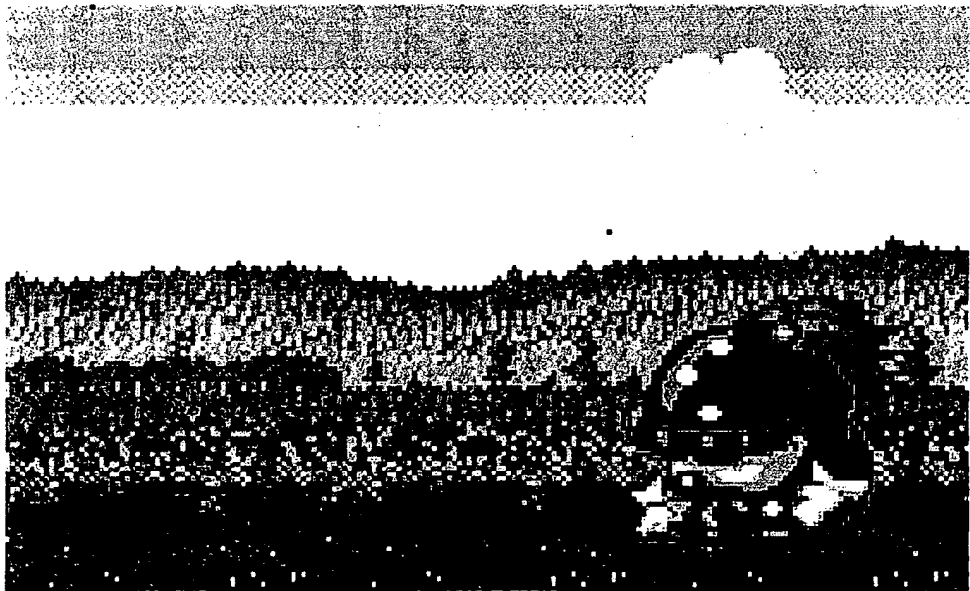


FIG. 211

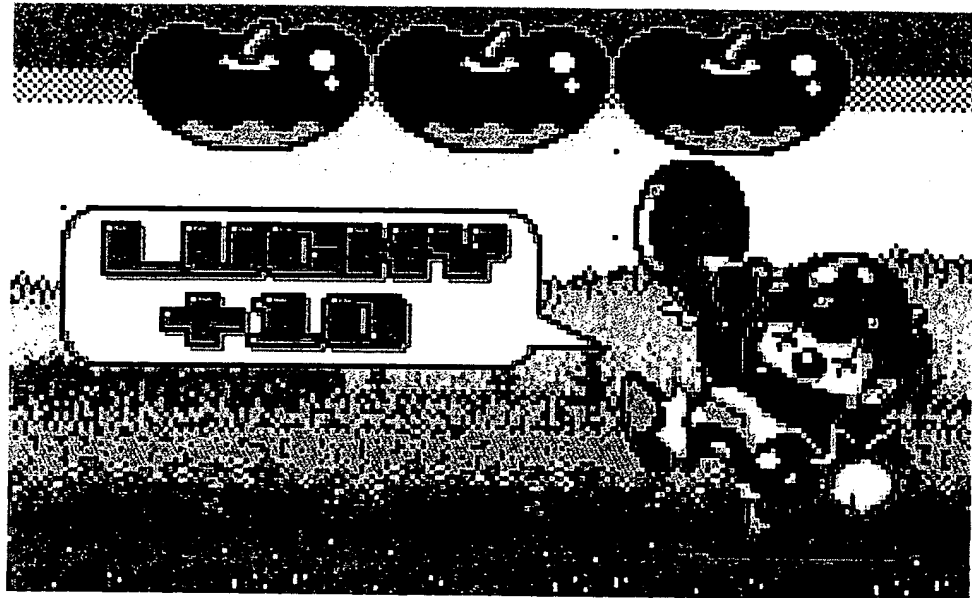
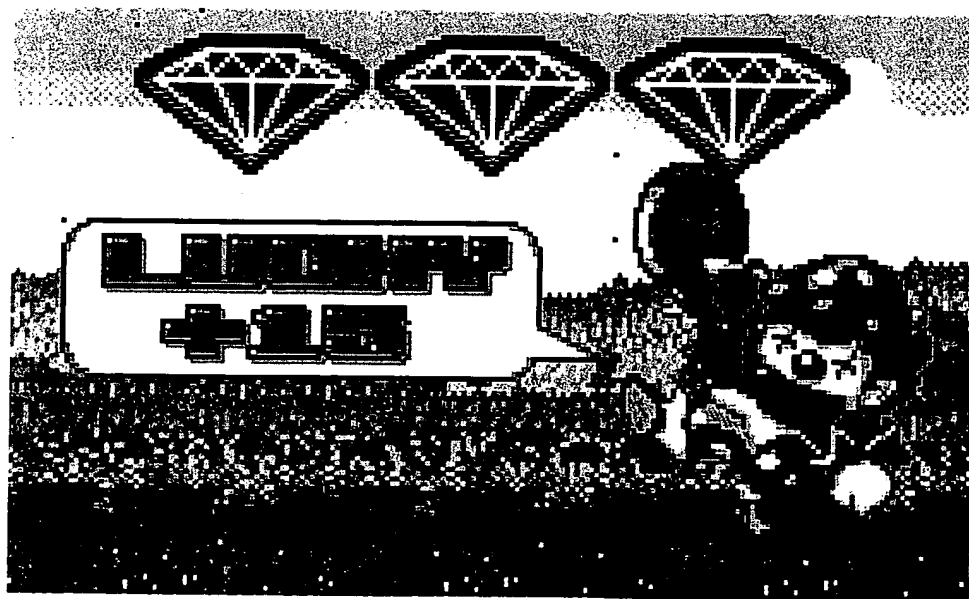


FIG. 212



0945633-120799

FIG. 213

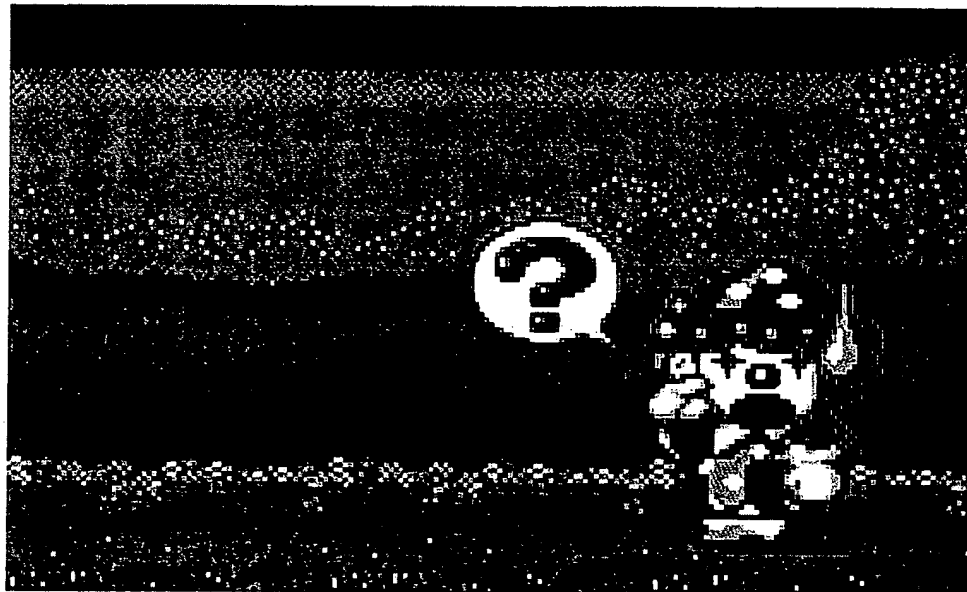


FIG. 214



00456833 120799

FIG. 215

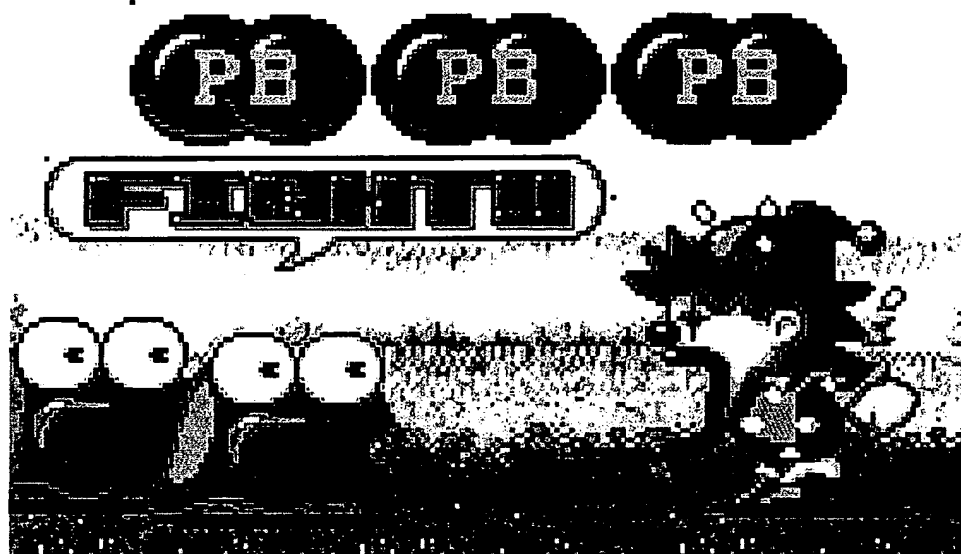


FIG. 216

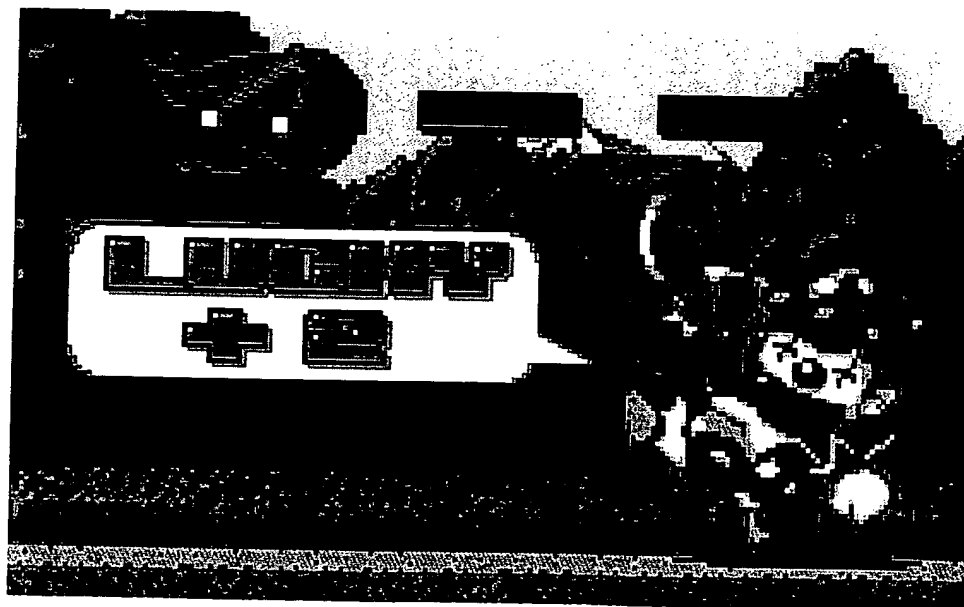


0945633-12099

FIG. 217



FIG. 218



00456033.120799

FIG. 219



FIG. 220



045533-120799



FIG. 221



FIG. 222



09456833-120799

FIG. 223

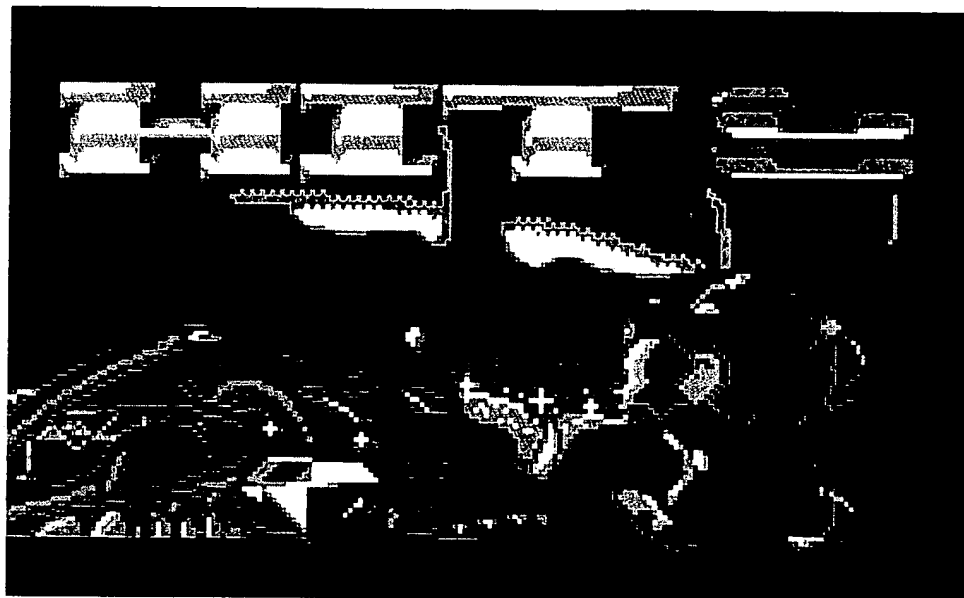


FIG. 224



0945633-10099

F I G. 225



F I G. 226



0456833 "120" 99

FIG. 227



FIG. 228



0945633-120799

FIG. 229



FIG. 230



6645633-120700

FIG. 231

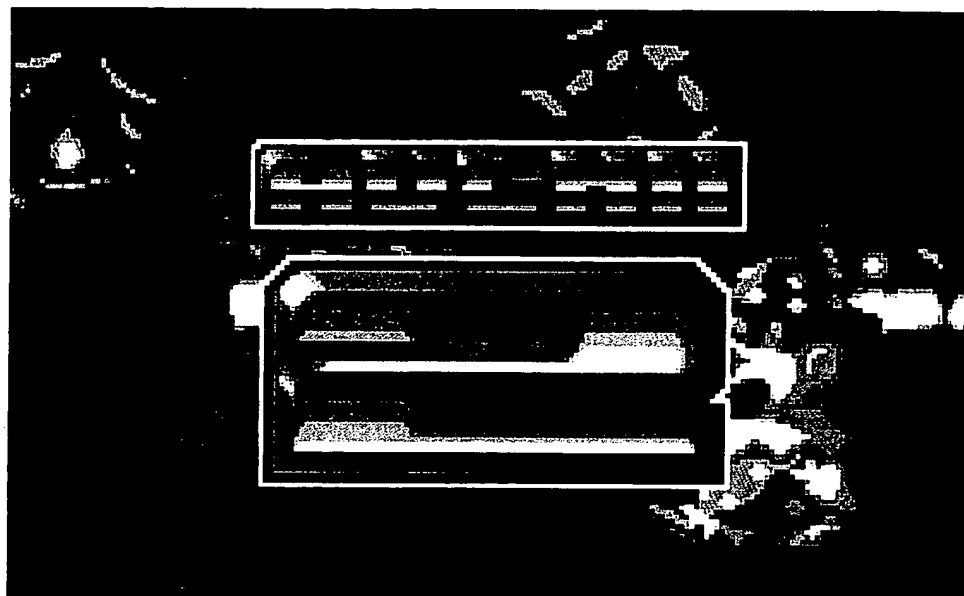
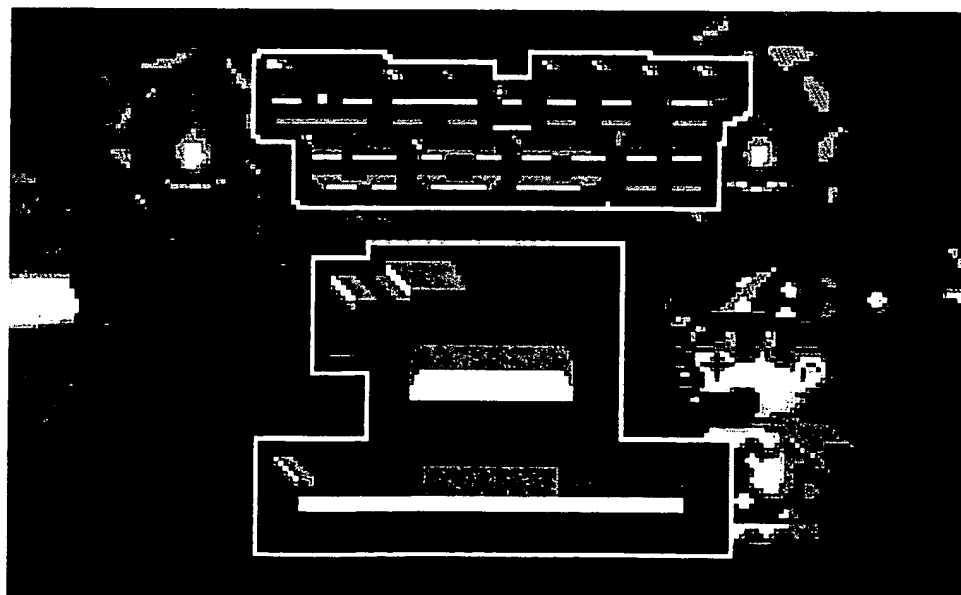


FIG. 232



09456231-120799

FIG. 233

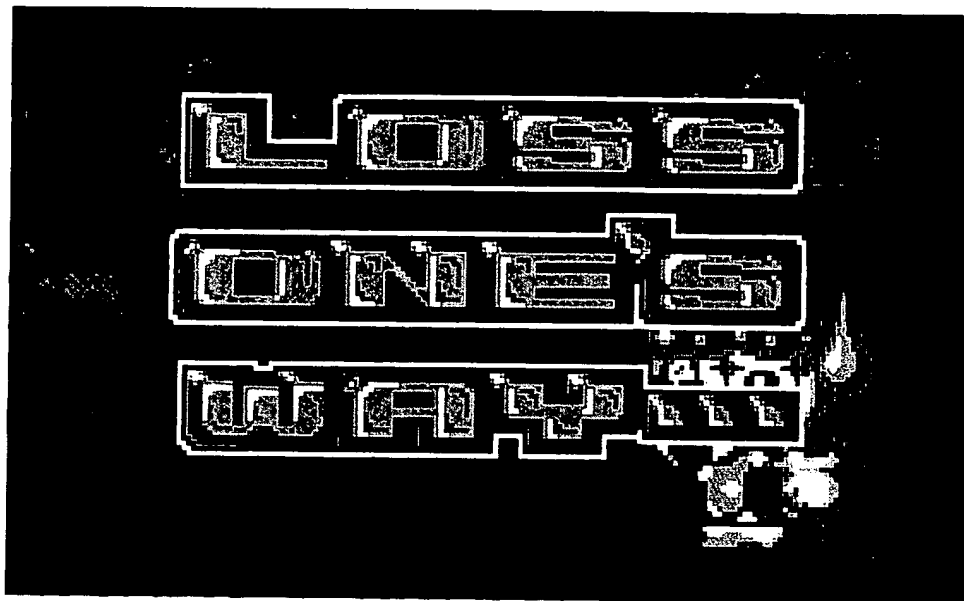
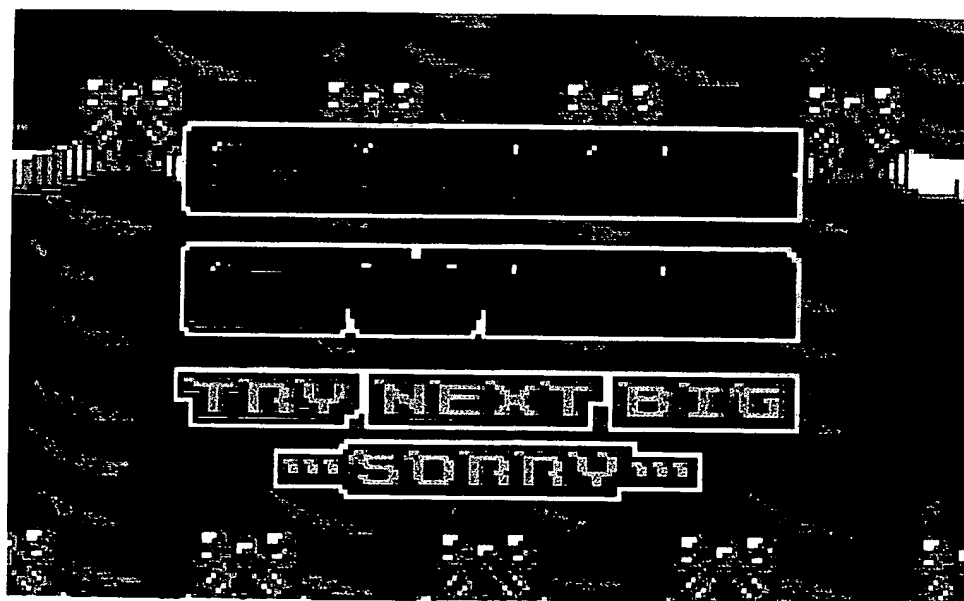


FIG. 234



0945633-2090

FIG. 235

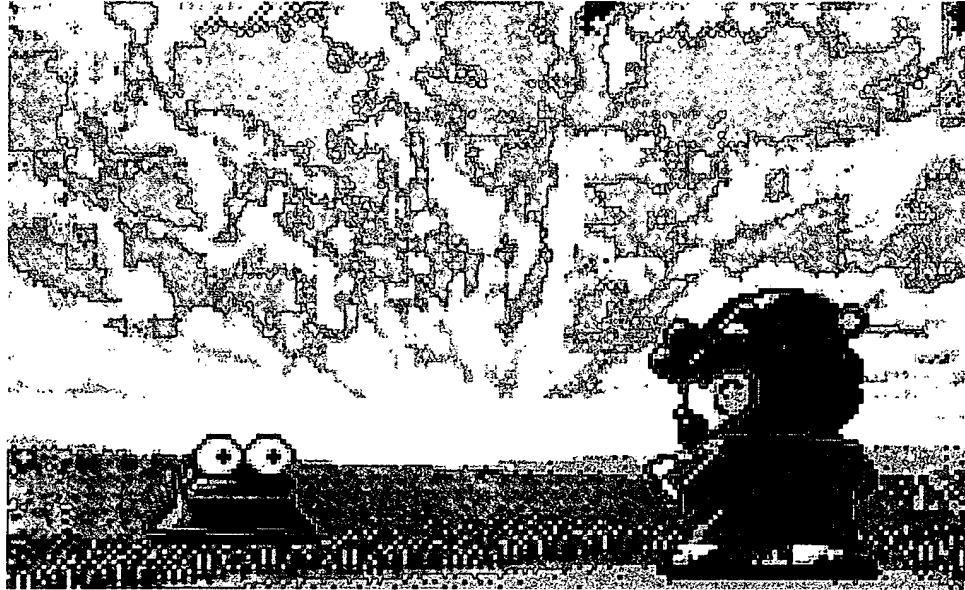


FIG. 236

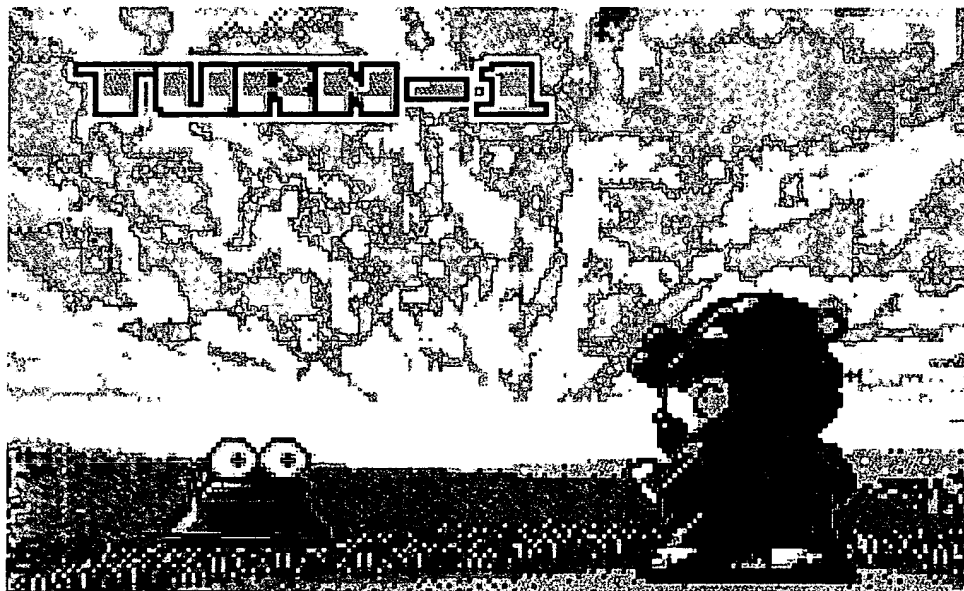




FIG. 237

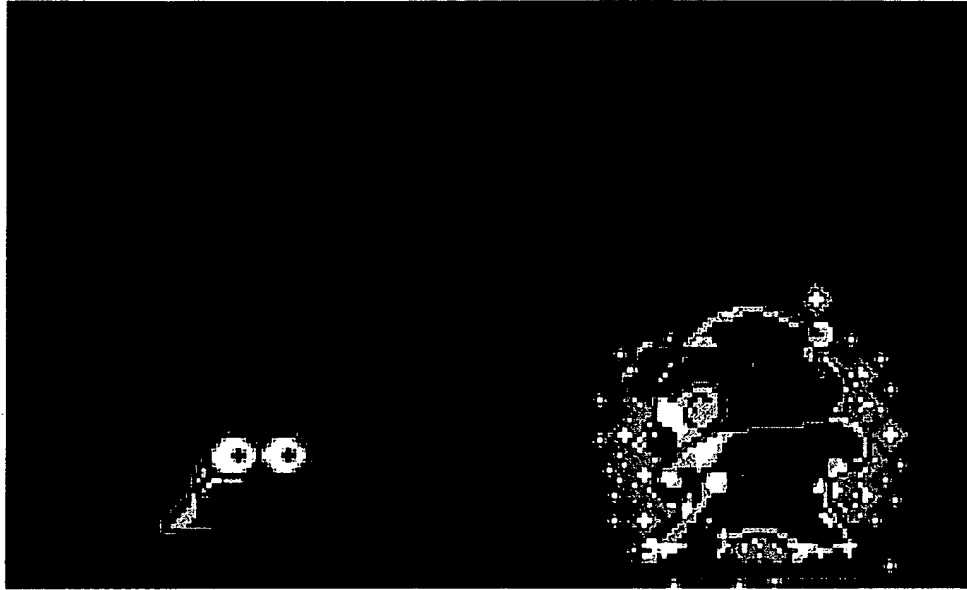
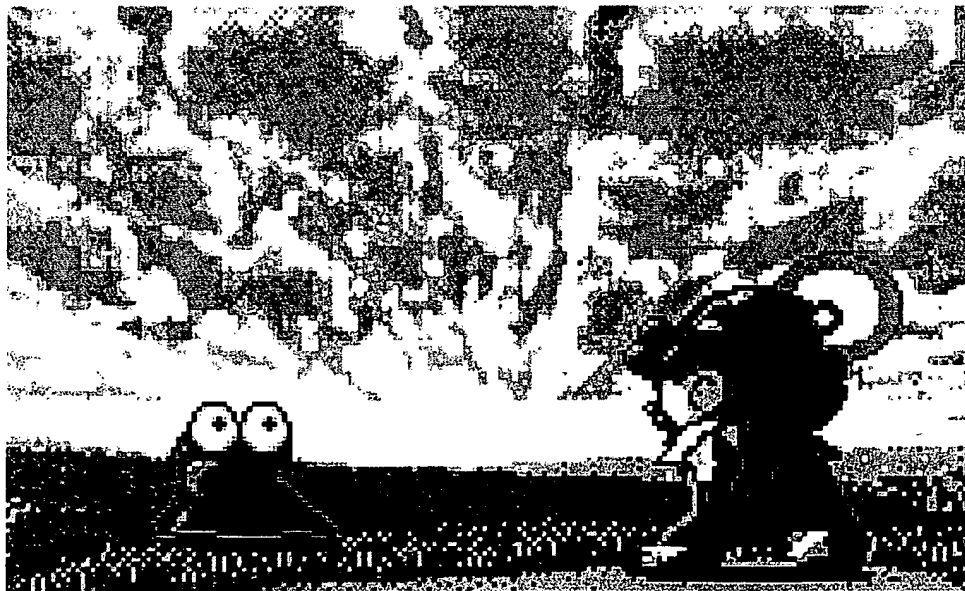


FIG. 238



09456833-120799

FIG. 239

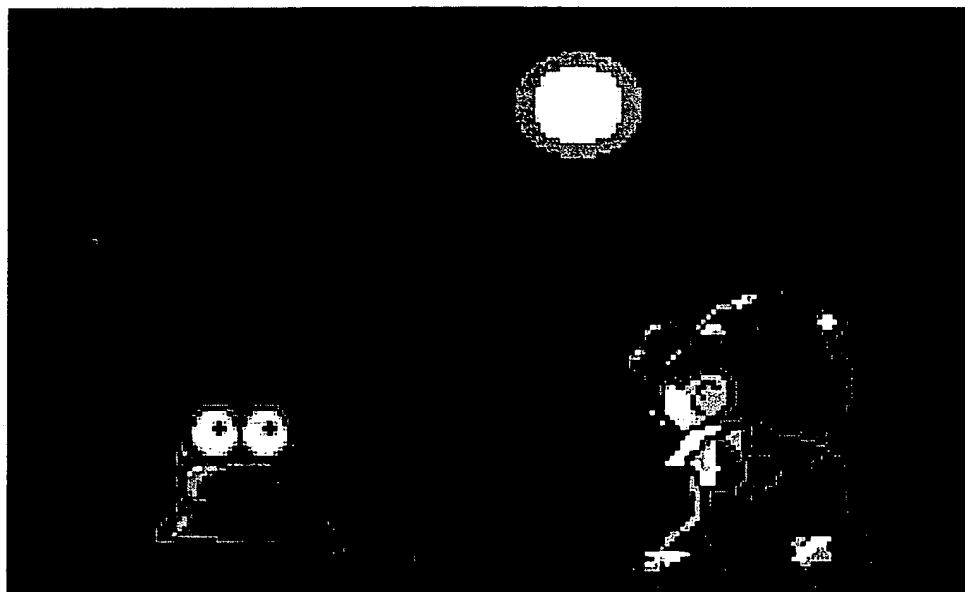
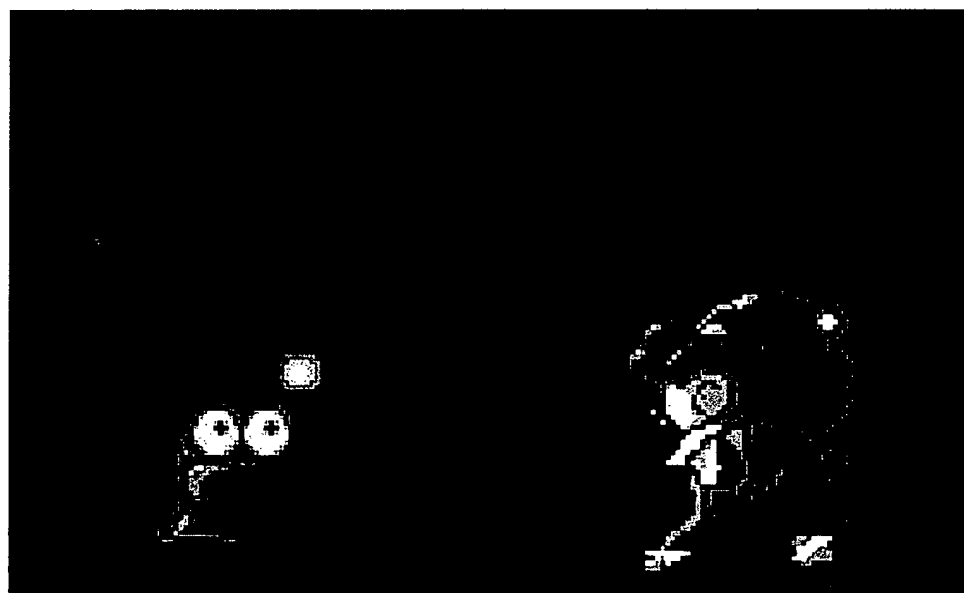


FIG. 240



09456833-120799

FIG. 241



FIG. 242



FIG. 243

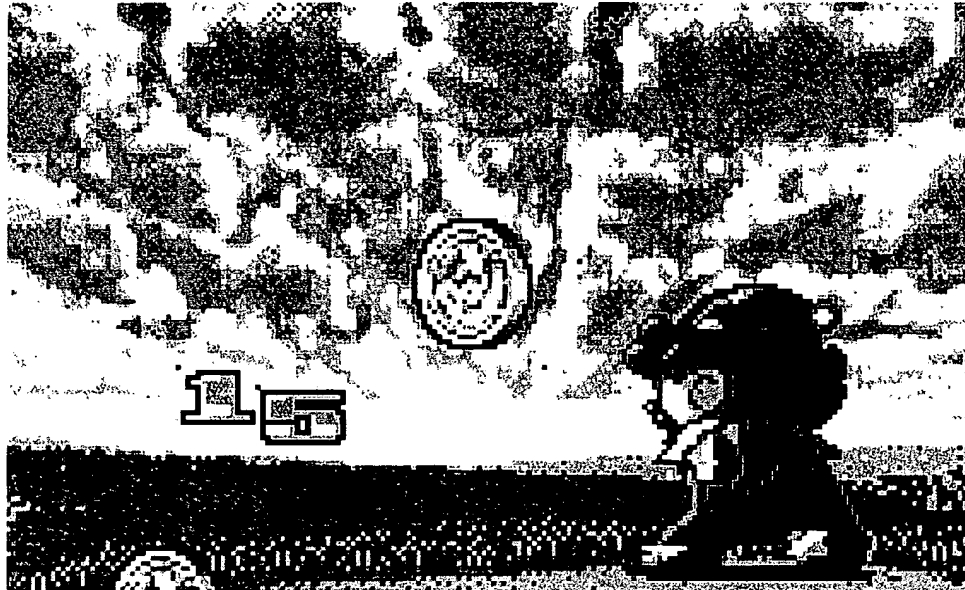


FIG. 244



0456833-120799

FIG. 245



FIG. 246

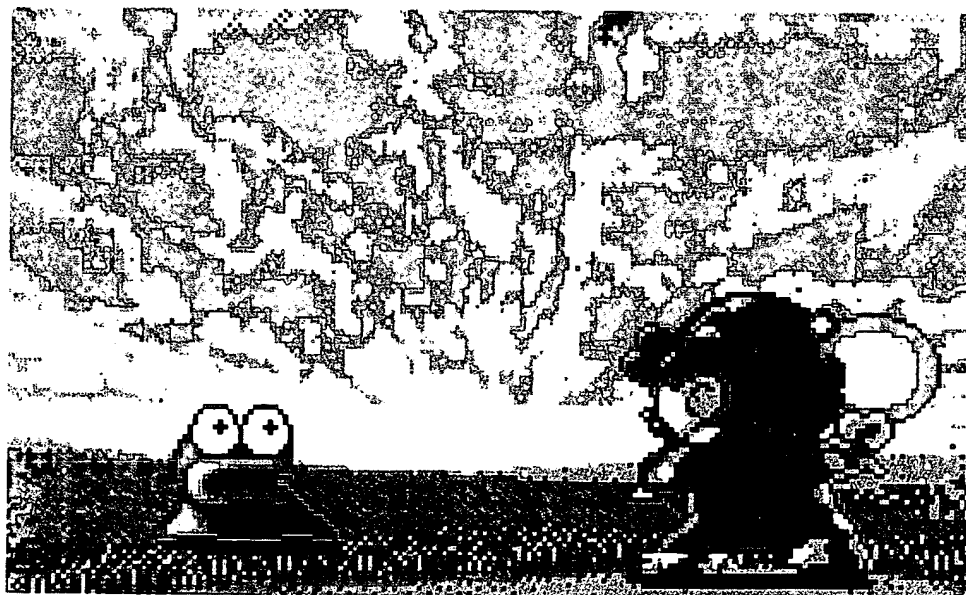


FIG. 247

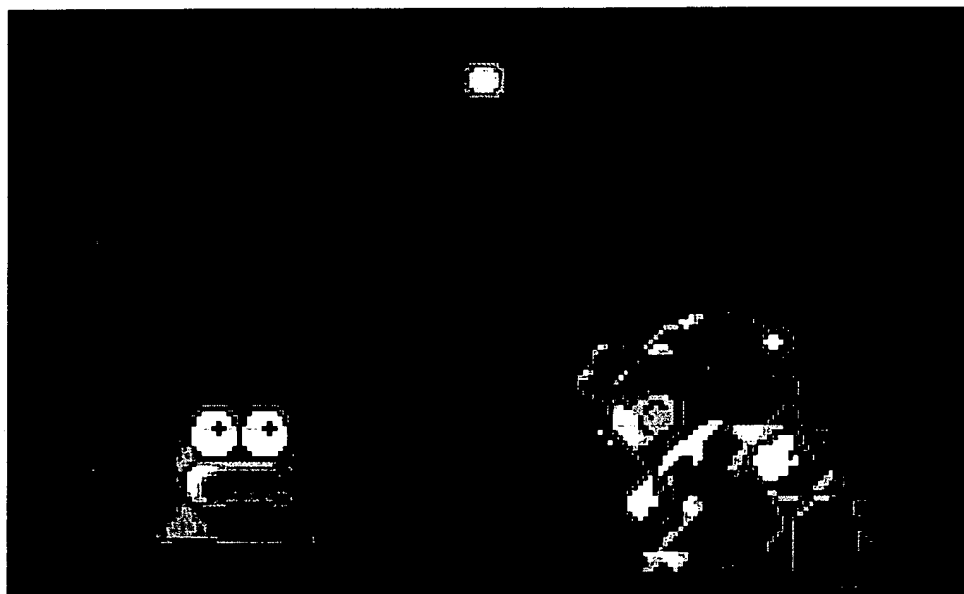
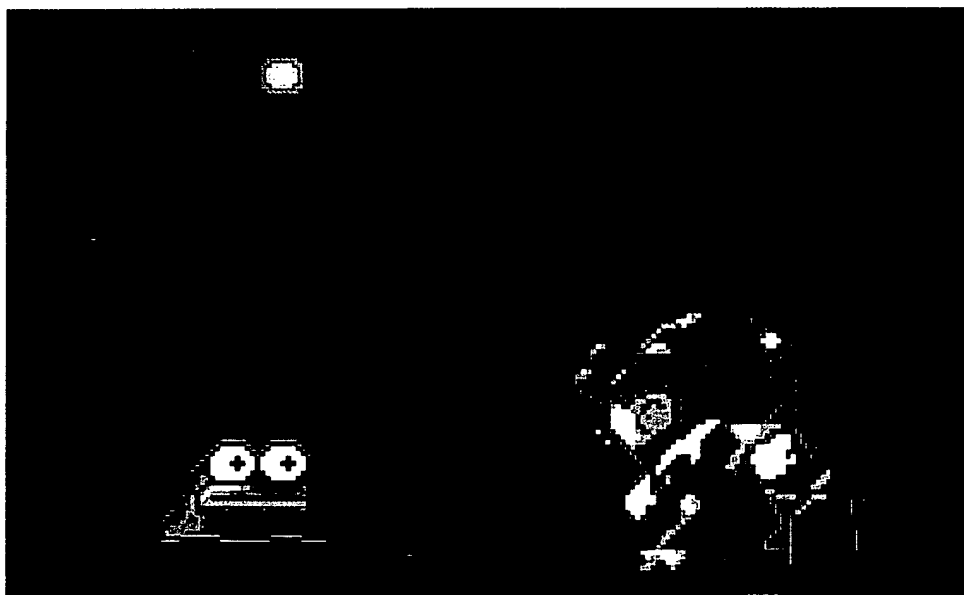


FIG. 248



094563-1079

FIG. 249

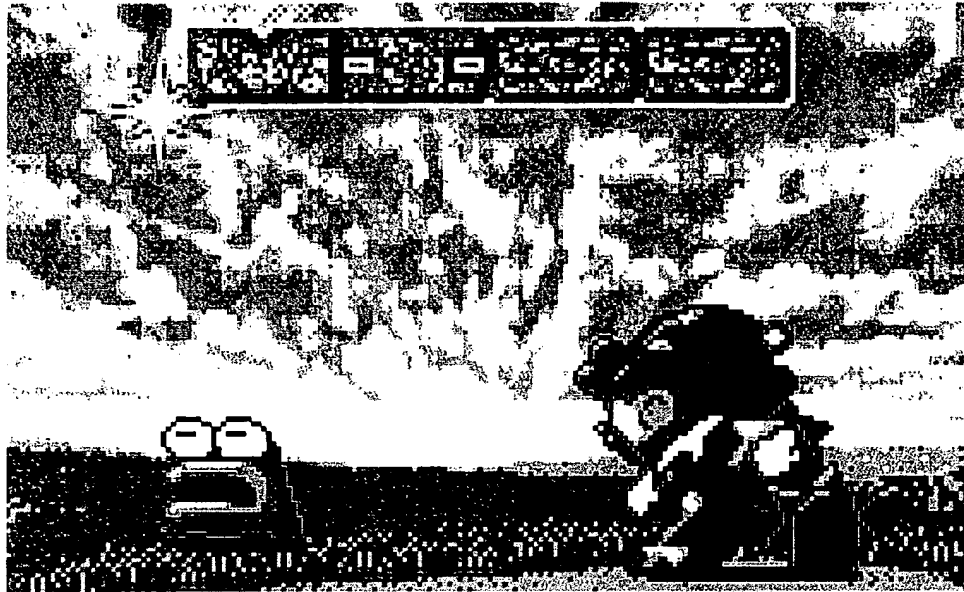


FIG. 250

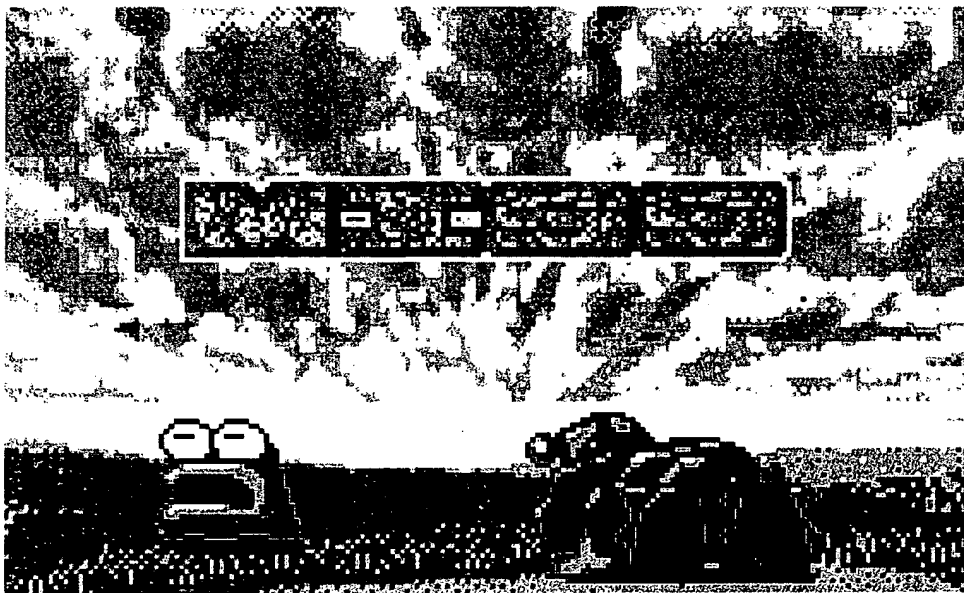
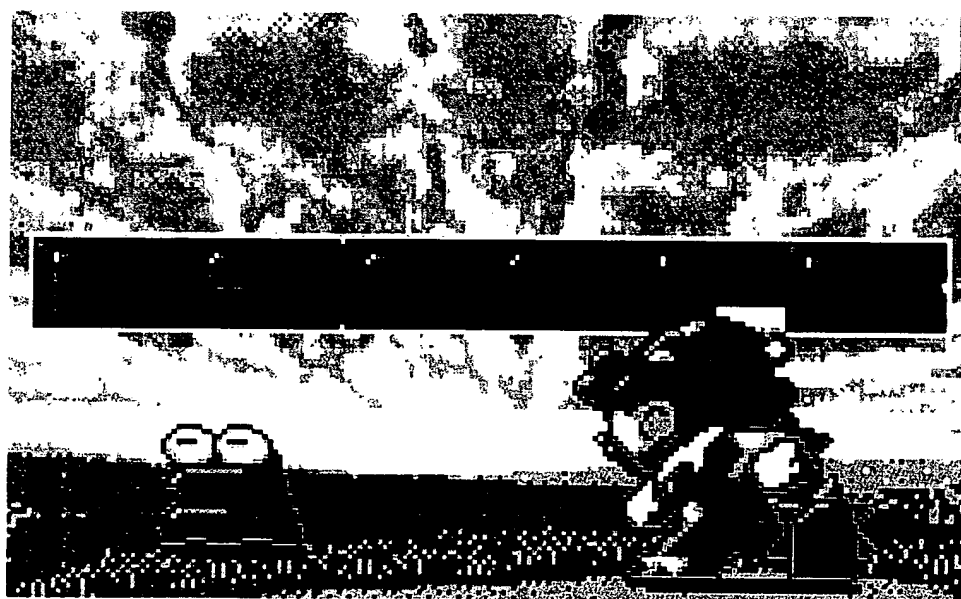


FIG. 251



FIG. 252



09456833-120799



FIG. 253

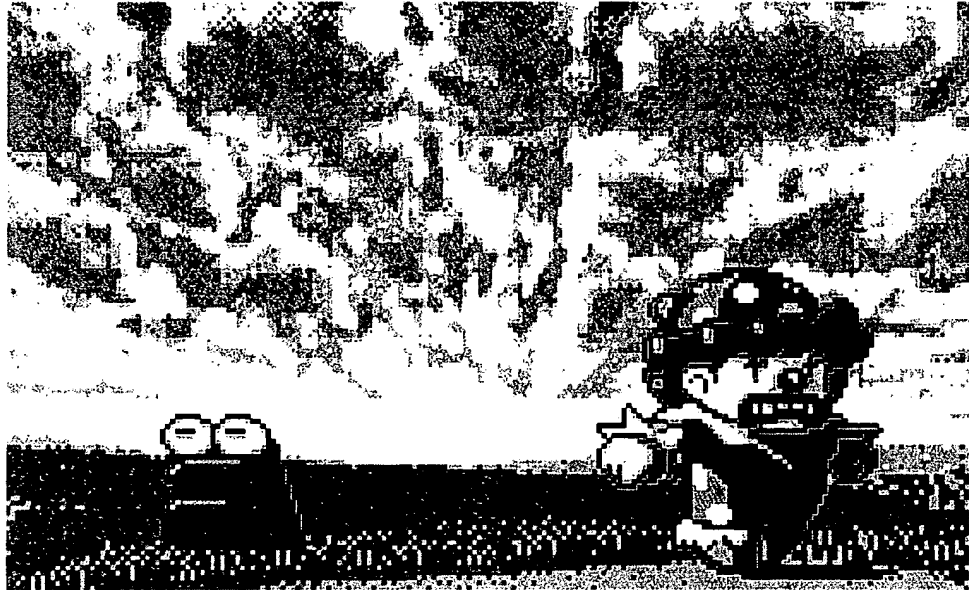
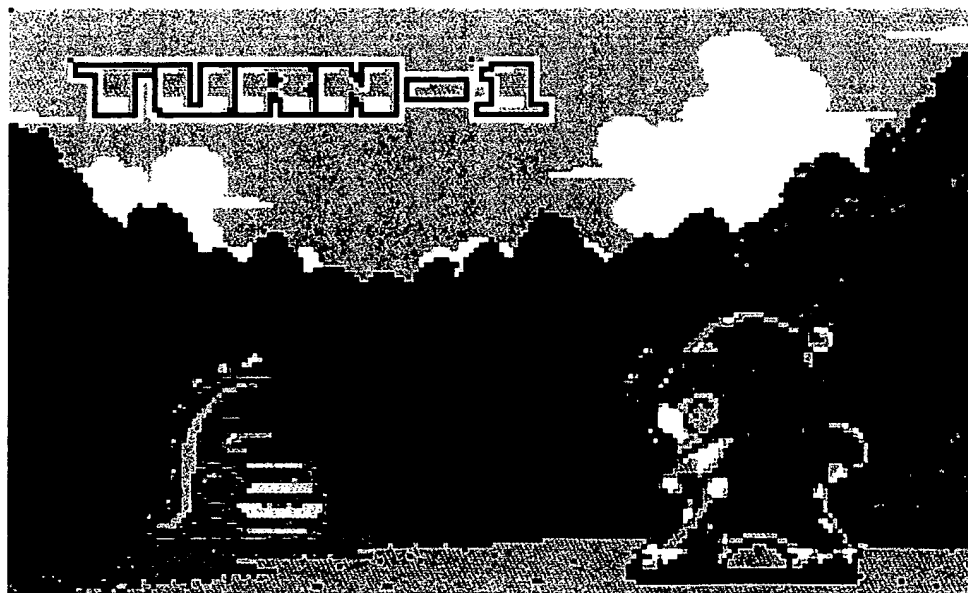


FIG. 254

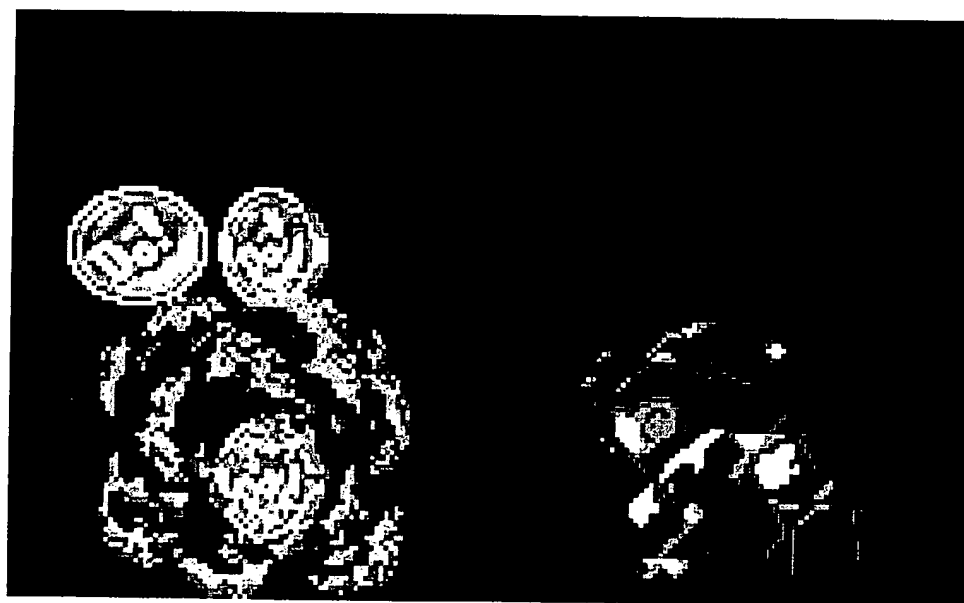


05456833-120709

F I G. 255

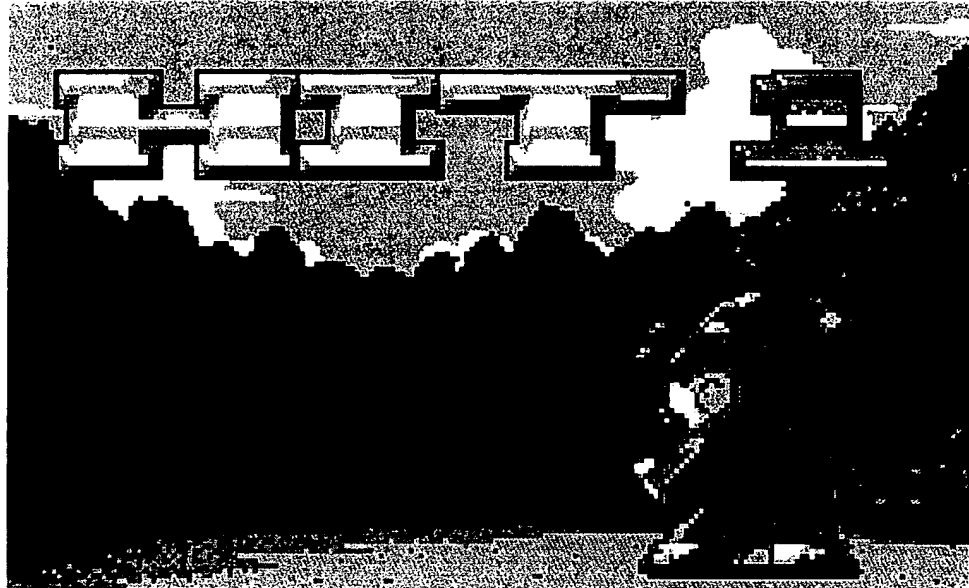


F I G. 256



664021-EE895450

F I G. 257

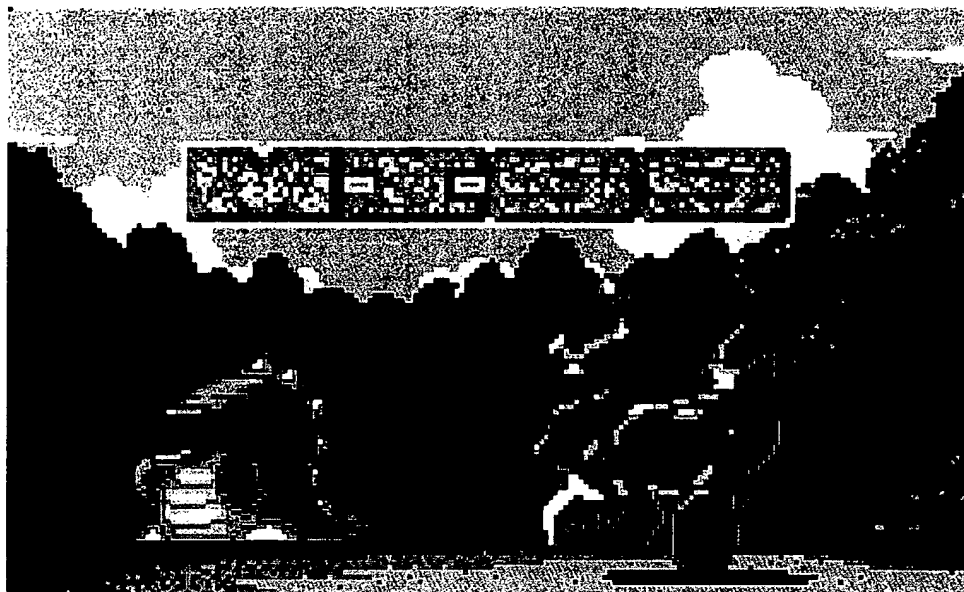


F I G. 258

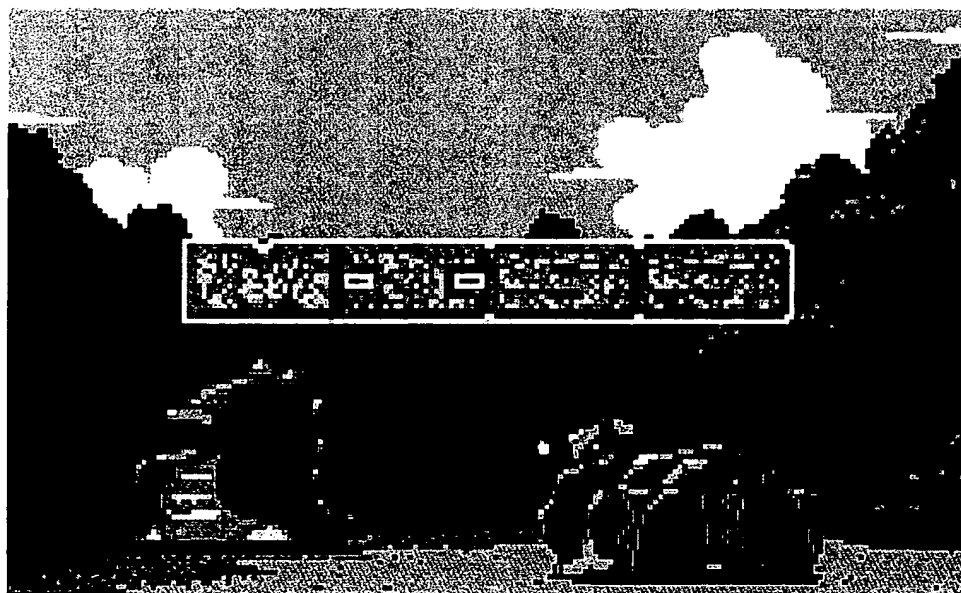


09456333-120799

F I G. 259



F I G. 260



66402T"CE895460

FIG. 261

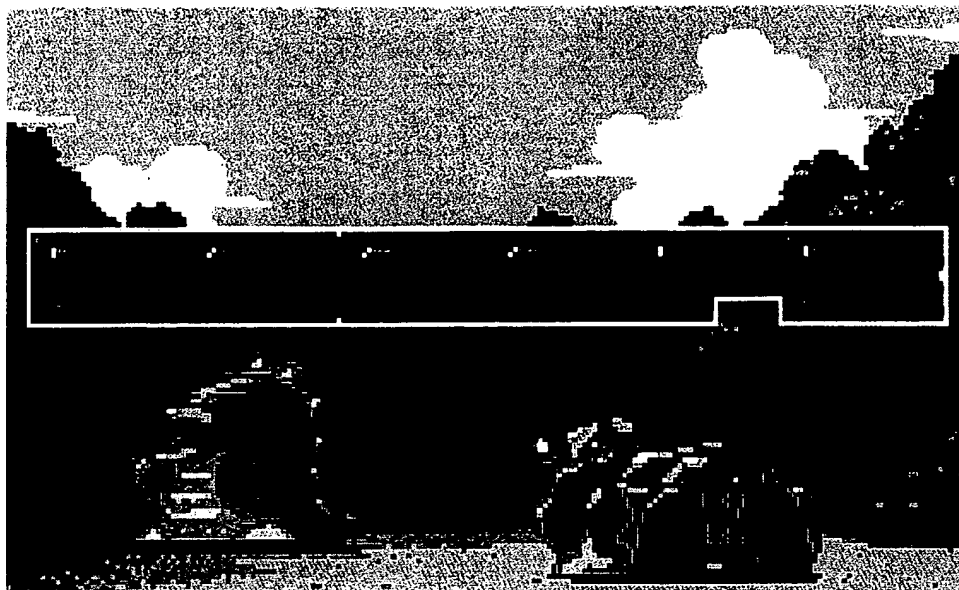


FIG. 262

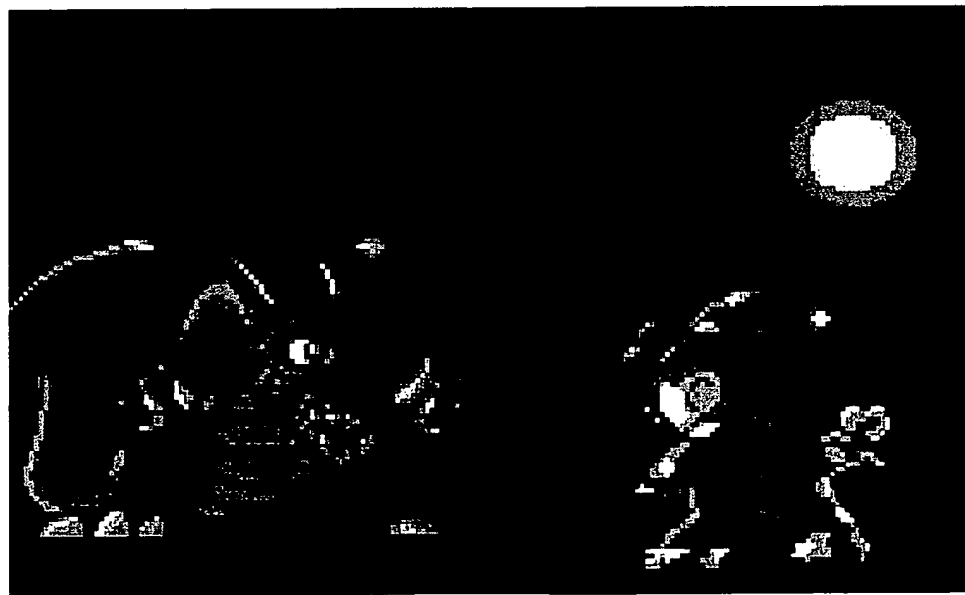


09456833 120799

FIG. 263



FIG. 264

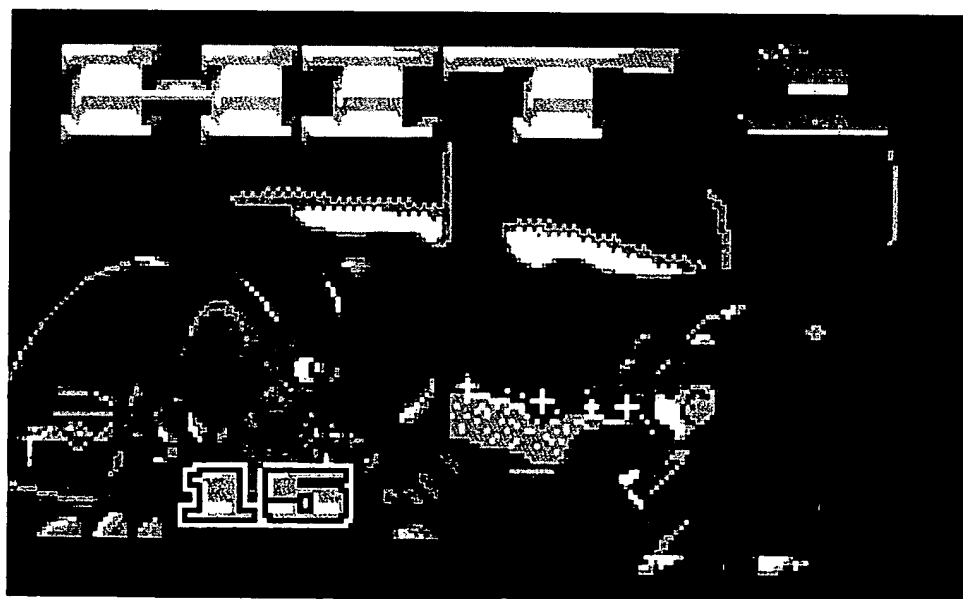


0945633-1207

F I G. 265



F I G. 266



09456833-120799

FIG. 267

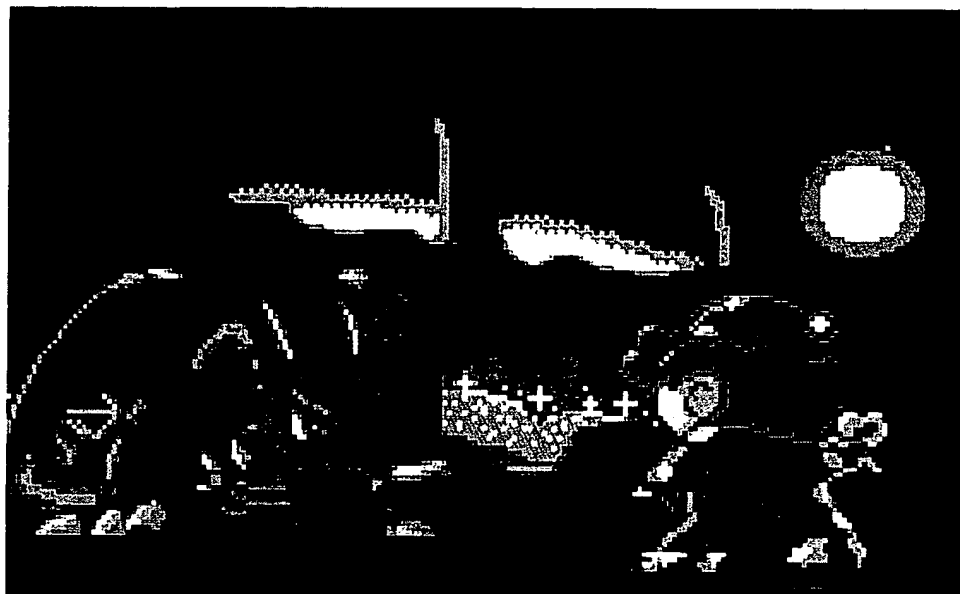


FIG. 268



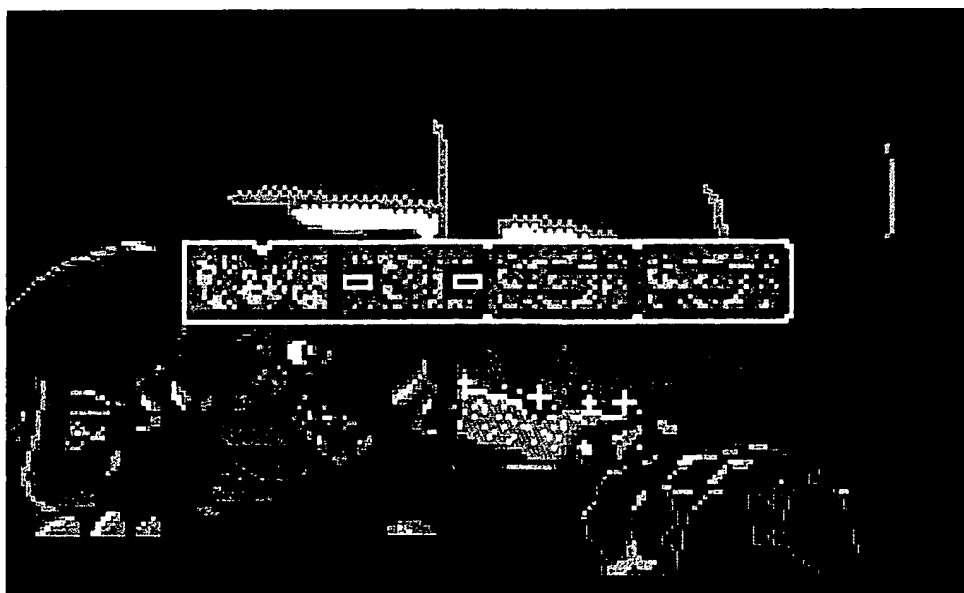
09456833-120799



FIG. 269



FIG. 270



664021-CE295160

FIG. 271



FIG. 272



09456833-120799

FIG. 273

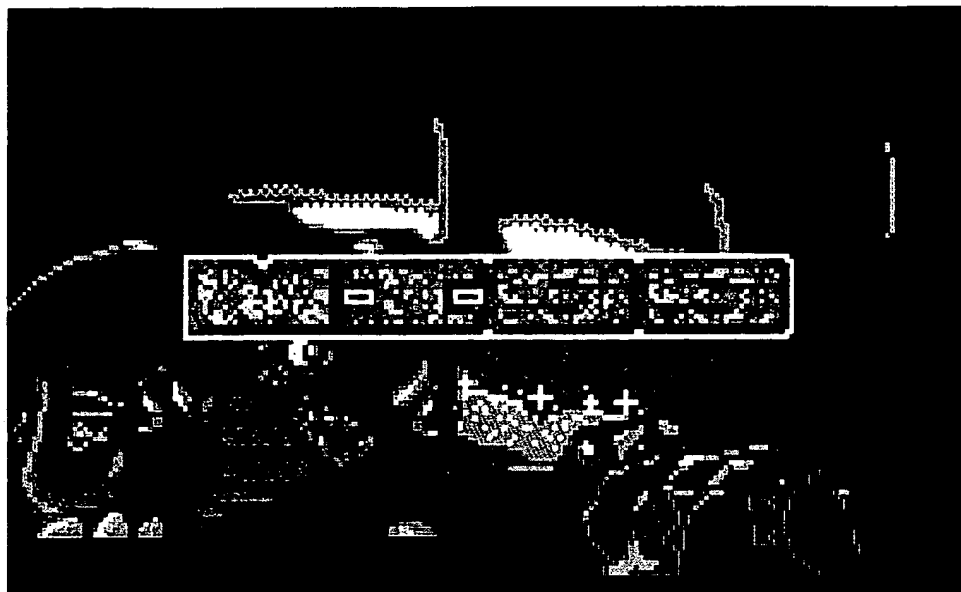


FIG. 274



664021-EE895450

FIG. 275



FIG. 276



09456833-120799

FIG. 277



FIG. 278



FIG. 279



FIG. 280



09456833-120799

FIG. 281

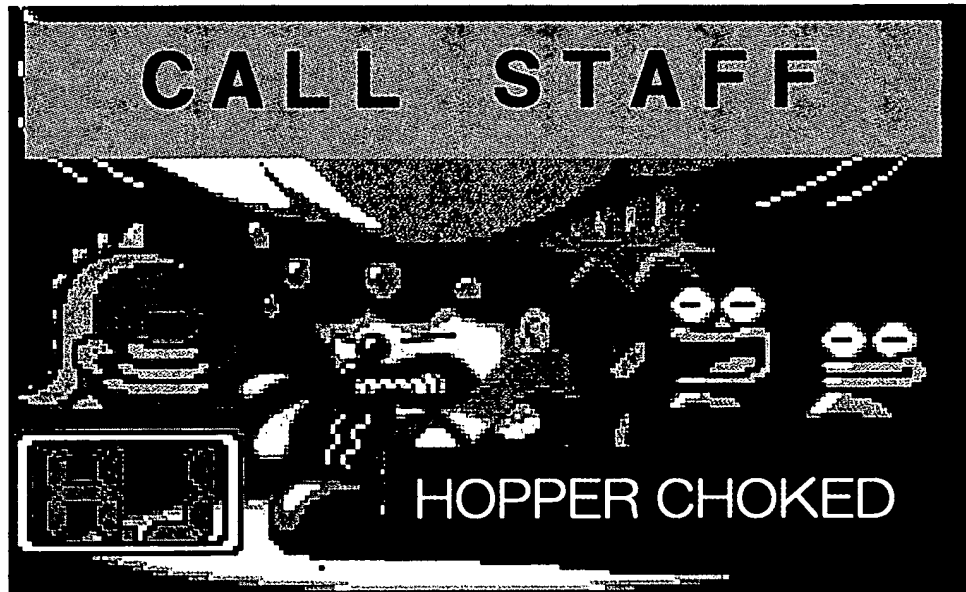


FIG. 282



09456833-120799

FIG. 283

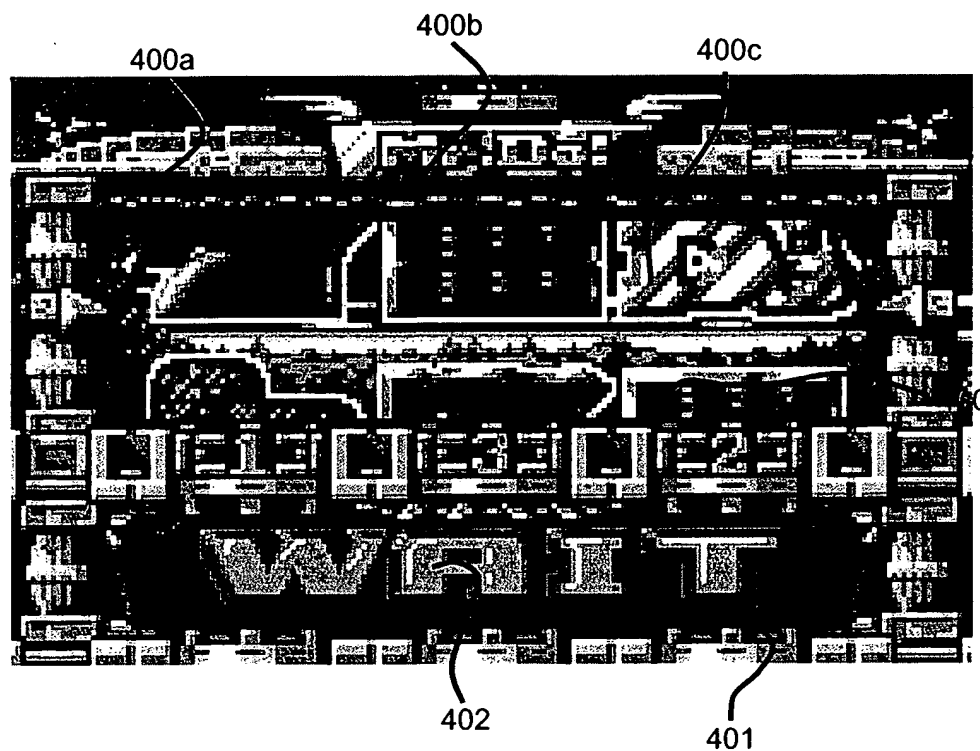


FIG.284A

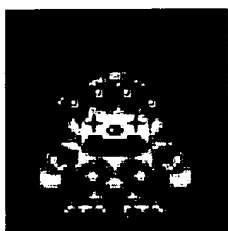


FIG. 284B



FIG.284C

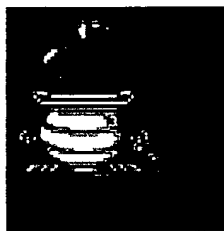


FIG.284D

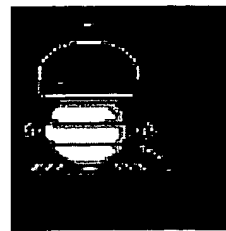


FIG.284E

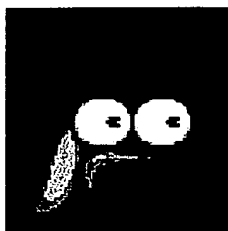
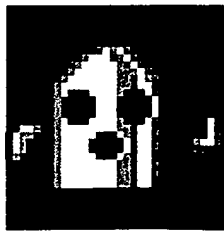


FIG.284F



FIG.284G





WAIT FOR CLIENT

Contents	Maker name display	Model name display	Dividend display	Game explanation
Fig.	45-47	48-50	51-65	66-77

FIG. 285A

ONE GAME

Contents	Before changing appearing symbol	Single character notification	Ready-state notice	Rotation	(Ready-state)	Internally elected hand notification	BB game
Fig.	93-95	284	78-92	95	114-205	98-113	206-276

FIG. 285B

BEFORE CHANGING APPEARING SYMBOL

Contents	Medal insertion	Wait	Start
Fig.	93	94	95

FIG. 285C

READY-STATE NOTICE

Contents	1	2	3
Fig.	78-82	83-87	88-92

FIG. 285D

READY-STATE ATTRACTION

Contents	Normal	Super	Hyper
Fig.	114-115	116-118	119-205

FIG. 285E

BB GAME

Contents	1st normal game	1st JAC	2nd normal game	2nd JAC	3rd normal game	3rd JAC	Ending pattern
Fig.	206-215	235-253	216-219	254-262	220-225	263-273	227-234, 274-276

FIG. 285F

BB ENDING PATTERN

Contents	All consumed	Puncture in JAC	Not entering JAC
Fig.	227-229	274-276	230-234

FIG. 285G

ERROR DISPLAY

Contents	
Fig.	277-282

FIG. 285H